Vice & Violence

This section of the book is dedicated to creating adventurers for players to interact with the world through, as well as outlining the rules and procedures for doing so. It's important that both players and GMs know these rules, and having players keep this section on hand will help in creating a smooth, fast-paced and fun gaming session.

PLAYER GUIDE



Magic remembers.

In some parts of the universe, magic rebels against its cruel masters, creating a barren and hostile planet in a bid for revenge. In others, it splits itself into various sub-categories, usually conveniently colour coded, just to keep things interesting. On one particularly strange planet, magic simply got bored and buggered off, sidling awkwardly past science and medicine on the way out. But the one thing, the one rule tying the universe together, is this.

Magic remembers.

Let us zoom in one planet, an unusually murky green one, idly warming itself against the void like a frog in a toaster. It has three moons, conveniently named "the Big One", "the Little One" and "the Other One", upon which are five things the people of the planet used to call Gods, but now refer to as "The Moonthings", usually while pointing and laughing.

They are starving. Powerless and immobile, they can only watch as their latest creation, the fourteenth world known as Mundain, gets on perfectly well without them. They hadn't previously created and subjugated thirteen other planets, that would be far too much work. Instead, whenever they got bored of watching and influencing the little creatures bickering on their stolen planet, they simply rained rock and ice and magic down upon the old world, killing everything, and conjured new plants, animals and people upon the fresh crust of the new one. Think of it like an onion, and then deliberately misunderstand what you're supposed to do with it.

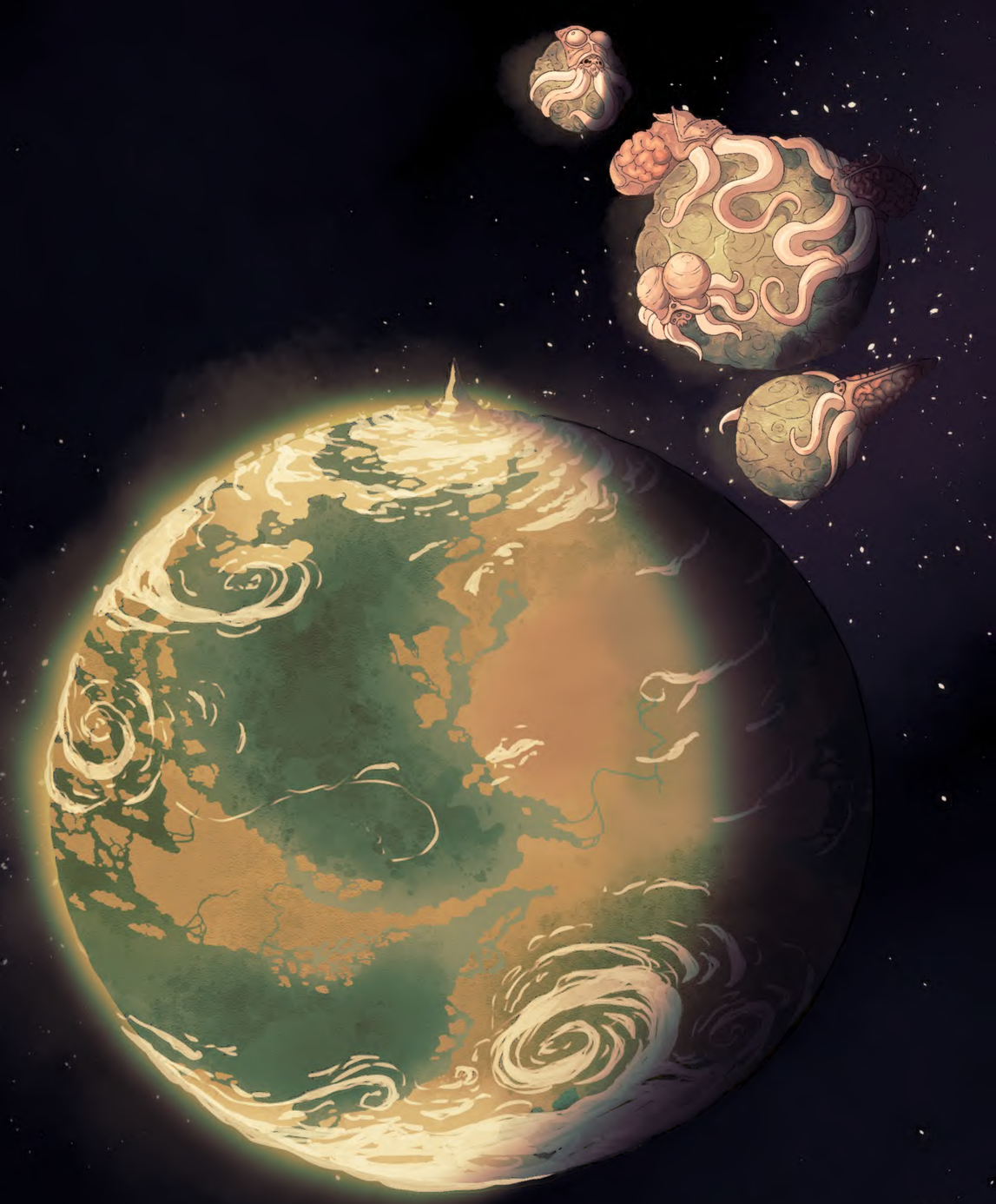
Thirteen times they did this. Thirteen worlds destroyed and created, until the planet was groaning under the weight of the primordial magical effluvia, and the magic of the fourteenth world was becoming strange and volatile. A smarter bunch of moon-sized galaxy-roaming cephalopods might have realised things were getting a bit dangerous, packed up and looked for a new planet to terrorize. But gods and bullies never know when enough is enough, until its too late.

And now they're stuck. Watching, starving, dying, hoping that the little creatures of the fourteenth world stop hogging all the magic so they can borrow enough to bugger off.

But they won't, they can't. Magics relationship to Mundain has become like that of an incredibly hungover office worker's relationship to a Monday morning. Magic shows up, bleary-eyed and slightly late, groggily performing basic tasks, spectacularly failing anything difficult, and drawing upon half-remembered instructions from Mondays past. Ideas and concepts from previous worlds, creatures and monsters and spells from aeons ago, in a desperate bid to look sober.

But it does remember. It still remembers. Because magic remembers.

And it gets very annoyed when it has to work overtime.



But how did it happen? How did these cosmic horrors from beyond the comprehension of space and time end up sitting on their arses (or the celestial octopus equivalent of arses) stranded and starving to death?

War. That was always good for a laugh. The thirteenth world was destroyed for being boring, the Dwarfs having scurried under their mountains where the Moonthings couldn't watch them, couldn't influence them. So the fourteenth world, Mundain, would be one of war.

And for thousands of years, shortly after the invention of the sharpened stick, there was war. Tyrannical, immortal kings claiming vast empires, leading armies of slave soldiers and shackled sorcerers, burning and slaughtering under the influence of greed and godwhispers. Magic groaned and shrieked under the strain of endless spells and incantations, endless death and destruction.

The Moonthings found it all very entertaining. But there was one problem.

The Dwarfs survived.

Emerging from their underground world, they spoke of layers upon layers of previous celestial experiments, pocket worlds with strange fauna surviving between the lain crusts and conjured magma. They pointed to the Moonthings, spoke of the godwhispers, the dark urges and intrusive thoughts that seemed to come from elsewhere, and the god-appointed kings that chose to indulge them.

The spell was broken. And the uprising was as wonderful and terrible as a birthday cake with dynamite candles.

They called it The Great Hootenanny. A worldwide rebellion, where human, elf, dwarf, dragonkin, orc, goblin and centaur marched from imperial palace to palace, battling loyalists and royalty with spells so apocalyptic that magic bent and warped like hot steel under a smith's hammer.

Until, when the last tyrants were dead, magic broke.

OLD KINGS

MOON THINGS

FIRE I THINK?

DWARFS

LITTLE MOONS

BIG MOONS

SO WAIT.

WHY DIDN'T THE MOONTHINGS BUILD ANOTHER WORLD?

YOU'D THINK ONCE THEY'D LOST CONTROL, THAT'S THE RIGHT TIME TO START AGAIN.

AH, THAT'S THE FUN PART!

THE UPRISINGS AGAINST THE OLD EMPIRES WERE SO MAGICALLY CATACLYSMIC THAT THE MOONTHINGS LOST CONTROL **OF** THE MAGIC! MAGIC CHANGED THE RULES!

AND IT'S ALSO WHEN HALF-KIN LIKE US RELMERS AND DWELLERS STARTED BEING BORN!

And before they even understood what was happening, the Moonthings were - in their own words - royally buggered.

Magic doesn't break often. Throughout the entire universe, it has only happened a handful of times. But it's the process of magic "rebooting", that causes the real problems.

The world became a roiling cauldron of raw magic, seeping into the bones and blood of all living things, making people stronger, smarter, taller and jigglier. Before, people were quite sensibly proportioned, if incredibly skinny from malnourishment, but now men, women, and everyone in between were becoming more... more.

The dead rose again, fully self-conscious, and went to work connecting the vast imperial dungeons and crypts into an underground network of elaborate mausoleum cities. They would become one of the economic powerhouses of this new godless world, able to utilise vast armies of skeletal automata to make goods, books, furniture, weapons and armour, pornography, and clothing.

Half-kin began to be born, such as the centaur-born Satyrs, half-human half-elven Relmers, or the half-elven half-dwarfen Dwellers, or the dwarfish, humanish Alloyans, or the "little bit of everything" Otherlings, as well as new forms of Dragonkin.

Blood magic was created, utilising the magic instilled in kin to circumvent the difficult prospect of learning all the wrist and finger motions required to cast typical spells.

And new spells were being learned every week, from the ability to transmute metals - a spell that both placated the dragons with palaces of pure gold and made the vast wealth of the remaining kings worthless - to permanently morphing a person's body, reviving the dead, and cloning oneself.

But strange patterns began to arise. Damsels began being locked in towers, wealthy narcissists cursed to look like unusually attractive beasts began courting bookish villagers, the occasional cannibal would feel the urge to build a house out of confectionary. It was as if magic was trying to make a nonsensical world make sense.

And then, of course, the Fae arrived.

Conjuring themselves from half-remembered stories from worlds past and parts of the universe unknown to mortal kin, the Fae were capable of willing themselves into existence from the unbridled torrents of raw magic. Devious, alien, and cruel, the Fae were a blight upon the northern lands.

When the northernmost castle of the Imperial Era fell, the unsightly fortress of Shagahol, the peasant armies had no time to rebuild their vision of a utopian society, and fled by the millions south harassed and attacked on all sides by Fae creatures.

Until, finally, after thousands of miles, the people of Mundain found sanctuary, in the swampy, humid backwater south, where east meets west.



"Over five hundred years have passed since the events of The Great Hootenanny, and after a handful of economic collapses, zombie incursions and dragon attacks, Mundain is finally finding its feet. The world is a dangerous place, filled with monsters, bandits, pirates and fae creatures, and adventurers and mercenaries are in high demand. But across Mundain, morale remains high, perhaps because no one answers to a higher authority than their own mother. The gods are starving and silent, and what few city states exist in are led democratically, with the fates of the last kings taught to every child.

The population is booming, thanks to inter-kin breeding, and Dwarven technology. Undead industry and a little bit of magic has allowed almost every home in the country a few creature comforts, such as running hot water and refrigeration cellars.

And it's here, in some quiet little corner of a big strange world, where your story begins."

FLERTENCUDL

THAT'S THE VILLAGE OF FLERTENCUDL. THEY BUILT AROUND THAT OLD IMPERIAL TOWER TO USE IT TO STORE CROPS BUT TURNS OUT THE UNDERGROUND LEVELS ARE FULL OF MONSTERS.

SEEMS LIKE A WAY TO EARN SOME JADE, RIGHT?

RIGHT.

ARE YOU GONNA PUT YOUR COCK AWAY BEFORE WE INTRODUCE OURSELVES?

RULE ONE OF ADVENTURING. ALWAYS HAVE YOUR COCK OUT. SHOWS CONFIDENCE.

YEAH I'LL GET RIGHT ON THAT.

D'YOU EVER FEEL LIKE THERE MIGHT BE MORE TO LIFE THAN SELLING SLUG NUGGETS AND DAIRYGIRL MILK?

WELL I'M PRETTY COMMITTED TO MY PART IN THAT ARRANGEMENT.

MUM

I JUST FEEL LIKE IT MIGHT BE TIME FOR AN ADVENTURE.

YOU REMEMBER THOSE GUYS IN THE TAVERN WITH THE WEAPONS AND ARMOUR THAT KEPT BUYING ROUNDS FOR THE WHOLE PLACE?

THAT COULD BE ME, RIGHT?

THE ONES COVERED IN BLOOD AND SHAKING AND ONE GUY WAS CRYING? I REMEMBER THEM.

WELL, IF YOU'RE OFF ON AN ADVENTURE, I'M COMING TOO.

WITHOUT YOU AROUND TO SQUEEZE ME I'LL GET STUCK IN THE DOOR AGAIN.

You'd seen them around. Adventurers, mercenaries, pirates, entrepreneurs of violence and valour. With the Magnate Lords caring for little more than pride and property, adventurers are in high demand, rescuing stolen kinsmen, protecting trade caravans, clearing out bandit camps and guarding influentials, paid for by communal donations and wealthy businessmen. You'd always admired them, the swagger of self employment, the unrivalled adrenaline of surviving mortal peril. And today, you decided to join them. You've sold your meagre belongings for an off-the-rack weapon and second hand armour, cooked up a tragic backstory just in case. Now it's time to make a name for yourself.

YOU

-Roll a d12 to determine your race.

1) Gobbo 2) Dragonkin 3) Elf 4) Human 5) Orc 6) Dwarf 7) Centaur 8) Satyr 9) Dweller 10) Relmer 11) Alloyan 12) Otherling

-Roll 2d20 for your racial traits.

-Roll your Adventuring Supplies.

-Roll a d6 to determine your Birthsign, then choose your Boon.

-Roll for your Magic and spell uses if you got a magic Boon.

-Roll for your Armour and Weapons.

-Roll a d6 for your Ability Scores.

-Roll to determine your LIFE.



Goblins (+1 Moxie)

The mischievous chaos causers of Mundain

It is said that the Gods created the goblins to give the unemployed something to do. In truth, the Gods lost all control of the goblins almost immediately. Unlike the other Awakened races, goblins are not born sentient, instead gaining self actualisation through a cocktail of hallucinogenic cave mushrooms. These somewhat sensible goblinoids call themselves Gobbos, often attaching themselves to human nomad caravans to roam the world, stockpiling mushrooms for future generations.

The solitary Gobbo city of Pyub is built around a gigantic tree that leaks hundreds of gallons of sap a day, which the Gobbos refine into a delicious, sweet alcohol that serves as their sole trade good throughout the world. It is theorised that the proliferation of Gobbo booze is a key factor in the impractical armour and casual nudity of the modern world. It's not, but people like a blame figure.

Feral goblins are a common nuisance for travellers and pilgrims, raiding caravans for food, slaves and weaponry. Seasoned wanderers will purchase and carry supplies of cave mushrooms to force enlightenment on raiding goblins.

Goblins are by far the most varied in size and shape of all the humanoid races, ranging in height of two and a half to five feet, with skin colours from vibrant green to dark grey, and ears that range from no larger than an elf's to as long as their torso. In fact, it seems the only thing that unifies the goblin race is their love of mischief and chaos.

Traits

1) I'm really short. Even for a Gobbo.

2) My family have trailed the same human caravan for generations.

3) It takes a lot to get me drunk. But I'm a fun drunk.

4) My ears are gigantic and floppy. It makes me very attractive among my people.

5) A guy once kicked me (d20 x 5) feet across a room.

6) I was chased from the city of Zirramardak for public indecency.

7) Half my teeth are missing after a shin biting incident.

8) One of my ears has a chunk missing.

9) I'm constantly saying that Gobbos should be making their own history, not tailing the humans.

10) My tits are huge.

11) No matter how many people are in the bed, I will hog all the blankets.

12) I have a big ugly scar across the side of my head.

13) My family settled an oasis in the Red Desert.

14) I'm an atheist. I know the Novice Gods exist, but I don't believe in them.

15) My eyes are two different colours.

16) I call everyone Champ.

17) I used to raise chickens, until one killed my sister.

18) I've been drunk for so long I can't remember where I live.

19) I can write my name. It's a big deal among Gobbo culture.

20) I prefer elf pussy.



(Dependent on Sub-Race)

Dragonkin

The reptilian founders of the River Cities

A catch-all term for the various sub-races of lizardfolk, with a history as violent and bloody as that of humanity. Equally displaced by The Great Hootenanny, they built and settled the River Cities of Ars, which they insist is pronounced "Ours", but no one listens to them. Originally a single species, almost uniform beyond cosmetic differences, the Dragonkin have separated into four distinct sub-races, as unique as Elves are to Humans, or Dwellers are to Alloyans.

Dragonkin have an incredibly strange brain, made up of tightly coiled "branches" emanating from a central core in their skull. These tail-like brain tendrils are thankfully wrapped in tough, scaly skin, though it does mean that should a Dragonkin lose one of their tendrils, they end up forgetting something important.

The bizarre physiology of the Dragonkin extend to their breeding processes. The males of the species carry an egg laying ovipositor, which deposits eggs into the female's fertilisation chamber, after which the female's breast-like sacs deliver sperm-like fluid and a hardening agent to the newly fertilised eggs. This means that the sexes of the Dragonkin are actually reversed, but no one has bothered to correct this mistake.

Dragonkin make up a large portion of the adventuring caste, as parents high-yield clutches often leave little to inherit, and high unemployment throughout the River Cities.

SUB-RACES:

Roll a d4 to decide your sub-race.

Dracolithian: *6 to 7 feet tall, muscular, big-chinned, dumb as a brick. Often hired as labourers and mercenaries.*
(+1 Brawn, +1 Moxie, -1 Smarts)

Quetzian: *4 to 5 feet tall, squishy, adorable, feeble but very smart. Make for excellent scholars, architects and wizards.*
(+2 Smarts, -1 Moxie)

Wyvernian: *5 to 6 feet tall, lithe, big-eyed, gorgeous and long-tendriled. Great dancers, sex workers and negotiators.*
(+1 Hotness, +1 Smarts, -1 Brawn)

Koboldian: *3 to 4 feet tall, tiny, cute but the bottom rung of Dragonkin society. Often resort to thievery or banditry in groups.*
(+1 Brawn, +1 Hotness, -1 Moxie)

Traits

1) One of my brain tendrils was cut off and I forgot where I live.

2) I'm unusually short, even for my sub-race.

3) My scales shimmer like burnished gold.

4) I'm the youngest of a clutch of twelve.

5) Scars from an inter-familial feud cover my body.

6) My parents abandoned me, but none of my siblings.

7) My brain tendrils reach far lower than my tail.

8) My tail is inconveniently long, and very thick.

9) I don't snore, I growl.

10) I'm covered in bite marks from a very fun previous lover.

11) One of my horns is broken.

12) I forgot to burn my grandma, now she's a zombie.

13) My sperm-sacs jiggle at the slightest provocation, and don't stop for minutes.

14) I was adopted by humans, now Dragonkin think I'm really weird.

15) I'm quietly annoyed that none of the Avatars were Dragonkin.

16) I have an annual duel with my own father.

17) I had sex with a dragon on a dare. Great guy.

18) I'm the first of my family to leave the River Cities.

19) My toe-claws are suspiciously sharp.

20) I like to tie my brain-tendrils into a ponytail, like the elves do.



Elves (+1 Hotness)

Cannibalistic carnivores in a cute package.

The Elves of Uanorl are a strange lot. Aside from their inhuman beauty and alien grace, they are indescribably fertile. While their superfetational pregnancies let them get stay perpetually pregnant, the strange thing is that, if left buried upon death, they will fertilise the soil, growing the miles-high wyrdwood trees from their corpses. This secret knowledge is kept from everyone beneath the Uanorl council, who developed the culture of sealing Elven dead in caskets of wyrdwood sap, or -if the former is impossible- eating the corpse.

This has led to Elves developing their carnivorous appetites and, by proxy, a reverence for plants and vegetables. While more liberally minded Elves and those born beyond the Bone Forest occasionally allot themselves some sugar or spices, Elves are, to a man, carnivorous. Elven Wardens, the secret police of the Uanorl council, prowl the known world, making certain that all elves maintain the traditions of their forest home, sealing the dead in sap or stomach. Even the ash from burning an Elven body is enough to make any flora grow wild and uncontrollable, and a Warden is a grim, lifelong appointment.

Fortunately, after The Great Hootenanny, Elves are as likely to turn into zombies as any other kin, their fertile magic slowly seeping out into the ether, usually causing any nearby undead to feel incredibly horny. Undead elves are revered by their living cousins, and allowed to live side-by-side their kin in the forest cities, not in the underground tomb towns of the humans. But if they don't turn undead by the time the Wardens get to them, they wont get the chance.

Elves do not get more muscular through sustained physical exertion, their bodies retaining the lithe and graceful proportions required to slink and swing through the dense woods of their original homeland. Instead, their coiled musculature gets tighter and springier, allowing for even greater acrobatics and lightning fast reflexes. While it's often hard to tell the sexes apart at a glance, male elves have slightly thicker arms, while female elves have heftier thighs. They range from five to six and a half feet tall, have earth toned skin, and floral hair colours. Elves enjoy the company of their Dweller and Relmer cousins the most, and are most suspicious of Dwarfs and Dragonkin.

Traits

1) I once ate a whole dude. Nobody believes me.

2) I wear leaves over my nips and genitals for some reason.

3) I speak to the trees. They are very obnoxious.

4) I was exiled from my clan for eating a carrot.

5) My cock has been in (d20) different people.

6) My pure white hair touches the floor.

7) I giggle uncontrollably whenever someone is dismembered.

8) I saw what lives under the world as a child. I don't sleep much these days.

9) I was the chief huntress of my clan. Lazy shits.

10) My brother ate my arm.

11) I know how to read (d12) different words.

12) I use the term "hot diggety" far too often.

13) I love city life. Living in trees sucks balls.

14) My skin is covered in the story of my people.

15) People think I'm a fertility priestess. I just have huge hips.

16) A coconut bonked me on the head as a kid, now I don't talk so good.

17) I still don't get how currency works.

18) I paint my naked body in the blood of my enemies. For no real reason.

19) I get drunk very easily.

20) I fell out of a tree. My clan thinks I am a human spy.



(+1 Smarts)

Humans

Used to be the default, now surpisingly uncommon.

In the old days, when god-appointed bastards ruled the world, humans had a habit of naturally sorting themselves by shape and colour, created cultures largely designed around annoying their neighbours, and spent thousands of years slaughtering each other. It was only after the arrival of the Dwarfs that humanity put aside their differences and united against their true enemy, the suspiciously wealthy buggers that kept telling them to kill each other, and the gods themselves.

In the second era, humans are much more dispersed and intermingled, with so many having migrated south during The Great Hootenanny. With their penchant for shagging elves, dwarfs and centaurs, large groups of humans are a much rarer sight these days, with Relmers, Alloyans, Satyrs and Otherlings being born in their place. Only among the mausoleum cities of the Undead and the Great Houses, the wealthy families established during the second era, are humans likely to have no half-kin cousins. And that is mostly because dead people can't have babies and Great House scions are too busy trying to assassinate each other.

Still, there are a few notable unique cultures among the humans, largely dependant on geography. The country of Buggr - and especially the metropolitan hub of Buggrawl and the lawless Twin Cities - has become a melting pot, where the darker skinned merchant folk of Ars and Lefft meet and trade with the pale farming clans of Dunmalestin and Krapp, the sea-faring traders of Rimn, and the swamp dwelling wanderers of Cumdon. Still, humans are typically so filled with curiosity and wanderlust that their outward appearance says nothing about their journey.

Humans average between five to seven feet tall, have earth and sand toned skin, and live to about a century without magic. Males are usually broader than females, and freckles are very common throughout humanity.

Humans are most wary of Dragonkin, due to their shared history of warfare and empire-building, and are most friendly with Relmers and Alloyans, thanks to their common heritage and often familial ties.

Traits

1) I'm an avid gambler, I play Lucky Seven until my purse is empty.

2) I was the favourite male in my wife's harem. Allegedly.

3) I used to belong to a Slugraptor racing circuit.

4) My hair is a bright red. My grandmother was a giant.

5) I have tattoos of my harem members faces on my arm.

6) I love it when it rains, and am usually outside dancing naked in it.

7) I have a gold tooth. Not sure who's it is.

8) My eyes are jade and gold.

9) An elf bit a chunk out of me. You can see the bite marks.

10) I can suck my own cock.

11) I visit my grandma a lot. She's been a zombie since I was born.

12) I'm a failed dairygirl. My tits are huge, and I have cow ears, but couldn't keep quota.

13) I like to start fights with people that I know will kick my head in.

14) I'm still sad about my clan's Shagbeetle dying.

15) I have a massive sweet tooth. I pour honey on everything.

16) I'm miserable inside a city's walls.

17) My mum hunts dragons just to bully them.

18) I lived with elves for a while, and now I only eat meat.

19) Goblins love my belly.

20) I keep my hair in a bun, like my whole clan.



(-1 Smarts, +2 Brawn)

Orcs

The timeless, homeless, shameless greenfolk.

For as long as there have been worlds to have them, there have been orcs. The Dwarfs of the previous world claimed to have eradicated theirs, but during the creation of Mundain, and despite the best efforts of the gods, orcs made a massive comeback.

Their stunted language skills, unshakeable single-mindedness and complete inability to learn from their previous mistakes have made the most wisened Dragonkin scholars question whether they are actually members of the Awakened races, or creatures of pure impulse, such as feral goblins or troglodytes.

Lone orcs seem quite capable of living in civilised society, despite having no permanent settlements of their own, but when orcs get together, they seem solely dedicated to one-upping each other, resulting in whirlwinds of orgiastic sex, unspeakable violence, and incorrigible drinking. Because of these impulses, orc tribes have to stay at low populations, for their own sake.

Orcs often attach themselves to nomad or merchant caravans, providing protection against ambushes and a light-hearted atmosphere for long journeys. They make for excellent pirates, farmhands and bouncers, anything that surrounds them with heavy things to carry and people to enjoy.

Orcs are between five and eight feet tall, their skin colours ranging from a vibrant yellow to a muted grey green. Their musculature varies wildly, as does their tusk size. Orc males are no taller than females, nor any more muscular. Orcs largely choose their partners based on tusk compatibility, as for all their roughhousing and rowdiness, orcs love a good kiss. They're generally enjoyed by rural folk for their rambunctious, hard-partying attitude, but city dwellers often find them difficult to tolerate.

Traits

1) *I once punched a giant clear off the side of a mountain.*
2) *I invented a drink so strong, my piss is used to clean paintbrushes.*
3) *One day I will punch the sun.*
4) *I survived the cascade that destroyed the last human city.*
5) *I've had several dozen kids. I eagerly await the day they're big enough to fight me.*
6) *I funded the creation of a small temple, by stealing from a much larger temple.*
7) *I have a human lover. They're tiny and adorable.*
8) *I look a lot older than I am.*
9) *I'm fascinated by magic, and people that use it.*
10) *I love elvish fashion, though it's far too tight on me.*
11) *My tusks are tiny, and I'm a little self conscious about it.*
12) *People say my skin is yellow. I beat up those people.*
13) *My grandmother's a zombie, and my enemies provide her with replacement body parts. Now she's hotter than me.*
14) *One of my eyes is pure white.*
15) *I'm missing a couple fingers.*
16) *I'm incredibly cheerful, even in the direst moments.*
17) *My mother bakes cookies. I'm incredibly fat. And happy.*
18) *I've never had sex with an Orc.*
19) *My hair drags along the floor, collecting twigs and leaves.*
20) *I'm short enough to be mistaken for a goblin.*



(-1 Hotness, +2 Moxie)

Dwarfs

The Stocky Conquerers of
The Previous World

The only known survivors of having an entire world dropped on them, the Dwarfs, known in their native tongue as The Shaw'taazis, are a stocky, industrious folk that are often torn between the quiet, stoic culture of their groundfathers, and the sordid, whimsical lifestyles of those above. As an example, the closest Dwarven word for "naked" is "Bair'bm", which means "unarmoured".

Dwarfs have lost the pigment in their skin and hair from millennia underground. Their hair grows incredibly quickly, several inches a day, resulting in traditional dwarfs using their beards as dust filtration systems when mining. Dwarf women and newborns also have full beards, with swaddling a baby in their own beard being a traditional method of calming them. In fact, Dwarf women think all Dwarfs are women, and Dwarf men think all Dwarfs are men, and those that discover the difference keep it to themselves. The closest Dwarven word for "sex" is "Krag-Orr" which means "fortuitous mining accident".

In recent centuries, Dwarven society is suffering an ideological split. The underground Throngs retain their traditionalist, isolationist mantra, shunning the world above to keep to themselves and their ancient values, while Dwarfs born on the surface only have tertiary knowledge on how a Dwarf is "supposed to act", and have developed their own culture, channelling their impressive natural work ethic into drinking and fighting.

Most topside dwarfs use magic to slow the growth of their beards or remove them entirely, partially for comfort in the humid warmth of Mundain, largely to enjoy the newfound pleasures available. While this act is considered tantamount to excommunication by the Throngs, even exiled Dwarfs soon realise there's more fun and adventure to be had above ground than below it.

Dwarfs are between three and five feet tall, with males slightly taller than females. Their eyes are always red, and their hair and skin is always very pale, making them somewhat hard to tell apart to untrained eyes. They're generally wary of other races, but are most fond of Satyrs and Goblins, for being of a similar, sensible height. They do seem to naturally disdain Dwellers for their inherent lackadaisical attitude to hard work, though.

Traits

1) *I just came up here a week ago. I have no idea what's going on.*
2) *I'm so pale I get chased by vampire hunters.*
3) *I'm covered in pink freckles.*
4) *I carry a vial of iron dust in a locket, to remind me of home.*
5) *I have no idea why, but I really don't like elves.*
6) *The hair on the small of my back looks like a little tail.*
7) *I head butted an orc in the nuts so hard his clan calls him Squeaky.*
8) *A giant sat on me the first day I got up here.*
9) *I'm constantly surprised the people up here still use magic.*
10) *I found out Shaw'Taaz sounds a lot like Short Arse, but I don't have the heart to tell the other Dwarfs.*
11) *I wear lots of diamond jewellery, despite diamonds being basically worthless.*
12) *My cock is short but thick. I call it my hidden fist.*
13) *I think centaurs are very attractive.*
14) *I love getting drunk.*
15) *My hair stays quite short. People think I'm rich.*
16) *I love it up here.*
17) *I was once an iron trader, but I got lost on the way home.*
18) *I have dozens of tiny hairy children waiting for me.*
19) *My first sexual experience was with a Satyr. It was very illuminating.*
20) *I'm over five feet tall. Dwarfs call me Lurch.*



(+1 Ability of your choice)

Centaurs

Proof that the gods are rarely sober.

Moments before the fourteenth dawn of creation, a drunken bet was made. Bored of humanity's reliance on the typical livestock and beasts of burden of previous worlds, the gods melded half of humanity to their precious domesticated animals, creating the centaur race, as well as a few more frightening races. It was assumed that without milk, wool and easy access to meat, eggs and transportation, that the races of Mundain would implode in a social cascade of entertaining violence. Instead, it just made them very strange.

Most centaurs reside around the vast oases of Ars, roaming the beaches of the enormous rivers that carve through the continent acting as merchants of raw materials and sherpas for the two legged races. Many centaurs wander from their tribes as an escape from the tedium of leading idiots around the desert, becoming adventurers and mercenaries to fuel their dreams of a cozy, sedentary lifestyle. This practice is so common that the furniture throughout the River Cities has adapted to the unusual geometry of centaurs, becoming wider, longer and more like beds and futons. Dragonkin scholars have attributed the population explosion of Ars to all the comfortable beds in practically every room.

Centaur martial arts primarily involves loading their backs with as many two legged sword swingers as possible, and charging headlong into their enemies. This proves extremely effective, as most foes are too busy laughing to mount a decent defence.

Despite centaurs having multiple styles of lower bodies, from horses to bulls and cows, goats and deer, they are collectively known as centaurs, as no one can remember all the unique terms for them.

Centaurs stand between five and seven foot tall, with males generally being taller and broader than females. They're most comfortable with the Dragonkin and Orcs of The Red Desert, and most wary of those holding a map upside down.

Traits

1) I have enormous antlers, my long hair drapes from them.

2) I used to guide travellers into traps to steal their stuff.

3) I'm flexible enough to sleep on my own back.

4) I moo when I orgasm.

5) My fur is turning grey. I want to go out in a blaze of glory.

6) My brother kicked me in the head and I forgot where I live.

7) I eat sugar cubes a lot more than I should.

8) I like to hide my butt behind curtains and pretend I'm a very tall satyr.

9) I once kicked a goblin clear over a restaurant.

10) Anyone that gives me a Soul Carrot I will follow to the ends of the earth.

11) I was adopted by an Orc couple. Now I can throw a good punch.

12) I once had sex with a very accommodating human.

13) I like to wear jewellery made from the bones and teeth of my enemies. It's not a custom, I just think it looks cool.

14) My eyes are two different colours. Each.

15) I dedicated my kills to a god that doesn't exist.

16) I always assume I'm gonna die during any battle.

17) One of my legs is amputated.

18) My fur is long enough for people to sleep under me.

19) My ears twitch when I'm annoyed. It's very obvious.

20) I have an ugly scar across my flank.



Satyrs

(+2 Hotness, -1 Moxie)

The Happiest Accident of The Gods

After the events of the Great Hootenanny and the arrival of the first half-kin, a drunken experiment led to the discovery that the magically saturated people of the world were suddenly able to "accommodate" the formerly impossible male centaurs. After this revelation, satyrs soon became a populous and thriving race.

Born of any coupling with a centaur, except that of Goblins, Orcs, and Dragonkin, satyrs are widespread throughout Ars, as well as any trading hub that centaurs happen to wander through. Though unlike their quadrupedal progenitors, satyrs prefer the urban life, the better to cause mischief and charm their way out of trouble. They have developed a culture, or are at constantly accused of, a general delinquency that results in 'borrowed' stuff, cheeky pranks, and the occasional pregnant maidservant. Those that accept the call to adventure are usually either running away from a bounty or a long term commitment they failed to talk their way out of.

That said, when a satyr can be convinced of honest work, they make for an surprisingly efficient and forward-thinking staff. Similar to the dwellers, who will work incredibly hard to be as lazy as possible, satyrs will work as hard and fast as possible in order to clock off early. A satyr trapped in a dungeon will become a whirling dervish of blades and teeth with the promise of a shag once they get out.

Satyr culture has permeated the larger zeitgeist, and many holidays once exclusive to them have become worldwide celebrations. The rampant drunkenness, drug use and casual sex found throughout the cities of Mundain are attributed largely to these roguish little sods.

If the enormous sex organs weren't enough to differentiate them, female satyrs have slightly sharper ears, while male satyrs have slightly longer legs, making them a little taller, between three and five feet tall. Satyr skin and hair colours are similar to that of humans, and their leg fur matches that of their eyebrows. They are well-liked by the other races for their lackadaisical attitude towards traditions and norms, even if they can be somewhat non-committal.

Traits

1) I have d100 children, and I've met none of them.

2) I was raised by goblins, and haven't met a person I couldn't drink under the table.

3) My cock is longer than my torso. I forget things when it gets hard.

4) I head-butted a guard to death.

5) I was born to a giant mother, my fur is red.

6) I ate the cave mushrooms that awaken Goblins . Now I call everything "groovy".

7) I have an adorable lisp.

8) I get pregnant a lot. A LOT.

9) I was the assistant to a witch, until she exploded.

10) I actually know my father.

11) My ears are incredibly ticklish. I squeak when they're touched.

12) I'm covered in tattoos.

13) I've been to prison, a lot.

14) I'm in love with a centaur.

15) One of my horns broke off during a particularly frisky sexual rendezvous.

16) I was raised by elves, but exiled when I at a carrot.

17) I'm quite happy sleeping in an alleyway. I've never had much need for stuff.

18) My tail is huge, and wags of its own accord.

19) One of my horns is longer than the other. It's a little embarrassing.

20) My boobs jiggle when I blink.



Dwellers (+2 Smarts, -1 Brawn)

The unholy union of Dwarf and Elf.

Combining the drunken industriousness of the Dwarfs and the carnal imaginations of the Elves, Dwellers will work incredibly hard to maintain their laziness. Theres is a lifestyle of cozy cottages, sprawling farmland, quality drink, plentiful stinkleaf, and near constant shagging. This has put them at odds with both their Elven cousins, who lament their agricultural blasphemies, and their Dwarven lineage, who see sex as an accidental end to a fruitful argument.

As half-races only emerged after The Great Hootenanny, Dwellers are a relatively recent race. Once incredibly rare, due to the inherent distrust between Elves and Dwarfs, Dweller populations exploded upon taking up their sedentary lifestyle, rarely travelling beyond their outlying villages or host cities. It's exceedingly rare for a Dweller to accept the call to adventure, save the promise of such wealth as to retire early and spend the rest of their life under a blanket with a good pipe and someone to fondle their genitals.

That said, their impressively fervent desire to avoid doing any work has lended them a low cunning of their own. Dwellers are remarkably apt at making plans, learning spells, lockpicking and negotiating. Perhaps it's because thinking requires less effort than fighting, or because their lifestyles of quiet luxury affords them to ruminate on ideas and philosophies, but a Dweller in an adventuring party often inadvertently gains a leadership role, especially when it comes to matters of coin, food, and sex.

Dwellers are no taller than three and a half feet, with females having slightly longer legs, making them an inch or so taller than males. Their skin and hair is earth and sand colours, and males often sport facial hair from a young age.

Traits

1) My ears wiggle when I'm enjoying myself.

2) I wobble excessively at the slightest poke or prod.

3) I always take advantage of being at genital height to humans.

4) I'm only here to get rich.

5) My prize possession is a pipe as tall as I am.

6) I instinctively take my trousers off when I go indoors.

7) If I'm not drunk, I'm hungover.

8) I always have a plan to get in and out of trouble.

9) No matter what I'm wearing, my tits fall out when I sneeze.

10) I giggle when I'm doing something devious.

11) I carry an ale mug that's larger than my thigh.

12) I'm always sporting a black eye.

13) I'm my village's village idiot.

14) I'm of the opinion that money is the only thing that can actually buy happiness.

15) I fiddle with a lucky coin when I'm nervous.

16) I own the world's comfiest sofa. I miss it every day.

17) My parents disapprove of my galavanting.

18) My arse is as wide as an elf's. I take up a surprising amount of space.

19) I wear red clothing in urban areas so people don't trip over me.

20) At every opportunity, I will get a tall person to carry me.



(+1 Smarts, +1 Hotness, -1 Moxie)

Relmers

Not quite Human, not quite Elf.

The oldest of the half-races, Relmers have swiftly become one of the most populous kin of Mundain. Known as half-elves to humans, and half-humans to elves, Relmers combine the intelligence and innate magical abilities of humans with the grace and gorgeousness of elves. Though their mixed blood does come with drawbacks. Relmers born close to their elven heritage require a row of teeth reinforcing resin-stones to chew through the bark and bone of elven diets, while their eyes often develop a short-sightedness requiring spectacles to see as far as the horizon-chasing humans.

Caught between two very different cultures, most Relmers adopt an urban lifestyle, becoming tradesfolk, shopkeepers, educators and childrearers, as well as dealing in the arts, literature, prostitution and bounty hunting. Their academic look afforded by their braces and glasses often grants them access to jobs well beyond their social station, which in turn gives knowledge and insight to share among their race. One of their cultural contributions is the invention of whitecloth, a practically useless fabric that offers no insulation, turns transparent the moment it gets wet, and keeps any stain it catches. Despite - or perhaps because of - this uselessness, clean whitecloth is considered a mark of wealth and luxury, affording Relmers another societal boon above their human and elven cousins.

Relmers make for useful companions when adventuring, as their city-dwelling has afforded them skills in negotiating, deduction, and deception, while their education makes them apt spellcasters and trap makers. That said, they're more fragile than the more rugged rural folk, and really don't enjoy being punched in the face.

Relmers stand between five and six feet tall, have earth and sand coloured skin, and dark hair. Relmer males are only distinguishable from females by their slightly deeper voice and their impressive endowment, dwarfing that of both humans and elves, while female Relmer enjoy the larger bust sizes found on humans. This could be part of the reason behind their endless self-confidence.

Traits

1) I was a nanny to a wealthy family's children.

2) My whitecloth is now pink from all the blood I've spilt on it.

3) I tuck my cock up into my belt to keep it flopping past my knees.

4) My hair reaches the floor.

5) I sleep exclusively in compromising positions.

6) I'm not smug, my eyes just don't open very far.

7) My extended family is human, so I never got braces.

8) I collect ugly tattoos.

9) I always carry a cheesy romance novel with me.

10) I'm miserable when away from the city night-life.

11) I'm so often mistaken for a female that I've started to embrace it. In several ways.

12) I keep my hair in a tight ponytail. My forehead is huge.

13) I've never bought a drink in my life. I just flirt for them.

14) I like to write books about imaginary worlds.

15) I have excellent eyesight. I just wear glasses to fit in.

16) I consider even whitecloth to be too much clothing.

17) I like to hang around bounty boards and make eyes at all the sexy vigilantes.

18) I keep my first knocked out tooth in a resin talisman around my neck.

19) I'm very well read, and very annoying about it.

20) I'm immediately, unspeakably horny at the slightest touch of my ears.



Alloyans

(+1 Hotness, +1 Moxie, -1 Smarts)

Suspiciously tall Dwarfs

Taking the white hair, large ears and bottom-heaviness of the Dwarfs and spreading them over a Human frame, Alloyans are an industrious, robust half-race that integrated seamlessly into Mundanian society. Without the hardline traditions of the below-ground Dwarfs or the nomadic roaming of the Humans, Alloyans quickly took to both urban and rural life, making for excellent miners and merchants, clerks and couriers, courtesans and clothiers, and everything in between.

This love of the status quo has made Alloyans, much like their Dweller cousins, quite rare among the adventuring trade. While Dwellers are perfectly happy in their secluded villages smoking, drinking and endlessly fucking each other, Alloyans are happiest when there's work to be done, and a tight, well planned schedule to do it in. The new and the strange makes the average Alloyan nervous, which makes them particularly bad at magic, thievery and scholarly pursuits.

That said, they often carry a boundless optimism wherever they go, and their sturdy nature makes for useful adventuring companions. While they might not be quite as good at picking locks or casting spells as their Relmer and Dweller cousins, they're much better at taking an axe to the chest. Alloyans will usually join an adventuring party if a friend or loved one is in need, or to explore the world looking for some fun and fruitful work opportunities.

Alloyans have the same pale skin as Dwarfs, though their eye colours range from red to orange to yellow. Despite having the same length torsos, Alloyan females have much longer, thicker legs than the five foot tall males, making them about a foot taller. Alloyans are extremely bottom heavy, and much like Dwarfs use their exceedingly low centre of gravity to wield large weapons and tools with ease. Male Alloyan sex organs are on par with humans, while the breasts of females are much more sensibly proportioned than the other races.

Traits

1) My hair has a streak of red through it. I think one of my relatives shagged a giant.

2) My butt often gets stuck in doorways.

3) I was born underground, in the Iron Kingdom. I was exiled the moment I got too tall.

4) I'm a very happy drunk.

5) I come from a long line of blacksmiths. A lot of the weird faces on bronze armour are my family members.

6) My parents abandoned me, but none of my siblings.

7) I have Dwarven tattoos all over my arms.

8) I get mistaken for Human surprisingly often.

9) My hair reaches my thighs.

10) I'm due for a quite hefty inheritence when my ghost grandfather dissipates.

11) My ears are full of iron rings and studs.

12) I'm constantly glistening with sweat.

13) My boobs are quite big for an Alloyan.

14) I fashion all my clothing out of spare belts.

15) I can press an entire barrel of funflower oil just by sitting on it.

16) I have heterochromia.

17) I'm happiest during boring tasks, like making chainmail.

18) I was adopted by Dwellers.

19) My former lover was a centaur. I still ache.

20) I have a sizeable bug collection at home.



(+2 one Ability, -1 one Ability)

Otherlings

When magic overrides blood.

According to the Dwarven Superstition of Genetics, Otherlings should not exist. But after The Great Hootenanny, when the half-races started popping up, occasionally an Otherling is born. Described as being "a little bit of everything", Otherlings have the horns of Centaurs and Satyrs, the tails and skin colours of Dragonkin, the ears and frames of Elves, and the oversized sex organs of Relmers and Dwellers. Because of this, as well as their seemingly random parentage, Otherlings are embraced across all echelons of society.

This acceptance has given them an advantage in their skills and abilities, allowing Otherlings to specialise in professions far more than the other races. But with this specialisation comes a lot of naivety about the wider world. While an elven bar dancer might not be as graceful and seductive as an Otherling, they understand and appreciate the finer points of avoiding thrown beer mugs and picking up teeth. And while a Human shopkeeper might not calculate their finances as well as an Otherling, they know how to establish lasting relationships, bribe and cut deals far better.

This hyperfixation can be incredibly helpful among parties of adventurers. It's rare than an Otherling takes a leadership role, but with the right background they can fill any combat position as well, if not better, than the other races. Otherlings are surprisingly common among the adventuring caste, usually having been talked into it.

Otherlings range between five and seven feet, have pastel to rich skin and hair colours, and black eyes with yellow sclera. Their horns and ears vary wildly in size and shape, while their tails range between four and eight feet. Males are usually taller and broader than females. Otherkin are often as well endowed as Relmers.

Traits

1) I came from a Dragonkin egg. It was weird.

2) One of my horns broke, and grew back longer.

3) I like to tie myself up with my own tail.

4) I'm covered in little pink freckles.

5) I use my tail to tickle people in large crowds.

6) None of my parents clothes fit me so I've been practically naked for most of my life.

7) I have buck teeth and braces, like a Relmer.

8) My ears are gigantic.

9) I've spent most of my adult life in a local tavern.

10) I'm on a quest for revenge.

11) I was left on the steps of a city temple, and brought up as a scholar.

12) My hair can only be described as an explosion.

13) I found a pair of gambeson leg warmers, now they're my prized possession.

14) My cock has fleshy rivets around the head. I'm told they're very fun.

15) I wink at strangers.

16) I was born from a sorcerer's experiment.

17) I have strange circular scars running along my arm.

18) I have a short temper, and it gets me into trouble.

19) I'm fascinated by stuff from the Imperial age.

20) I keep a selection of herbs in a little satchel for cooking.

Naming Conventions

***Monikers** are an increasingly popular personal name, across both the adventuring and civilian worlds. Monikers are usually a pun or descriptor of a person's trade, deeds or attributes, and are used across all kin and cultures.*

The vast majority of adventurers use a Moniker instead of their real name, especially when dealing with less than reputable individuals and organisations.

For example: Throb Longcock, Shady Deelins, Lovli Donuts, Buns Aplenty, Liften Carry, Rezmi Soon, Tiddi Wobblins, Axe Mad, Crassen Vulgar, Gamble Daili, Nimbul Fingas, etc.

***Dragonkin** are given a personal, single syllable name, with a suffix number that pertains to the time of being laid, named before they hatch. Dragonkin have upwards of 80 eggs in a lifetime, and not every egg is successfully fertilised. Dragonkin names are agendered.*

1) Ran. 2) Du. 3) Trei. 4) For. 5) Fi. 6) Sais. 7) En. 8) Ayt. 9) Dii. 10) Tun. 11)Ranran. 12) Randu. 13) Rantrei, etc.

For example: Kar'ran, Ran'dii, Fen'tun, Gar'randu, Ken'trei, Kal'Dudu, Zen'Ayt, Tan'trei, Wut'for, Red'Randu.

***Elves**, in keeping with their sing-songy language, utilise heavy use of vowels in their names. Masculine names in in "-on", while feminine names end in "-i" or "-ia." Elves have no family or clan name, but some add a second personal name when born far from their ancestral home.*

For example: Alarion, Elri, Aealron, Yulia, Oliayon, Ulioni.

***Orcs** use a personal name, given by their parents, as well as a title given by witnesses of their deeds. Their personal name uses the Orcish language - what little there is of it - while their title is said in the common tongue. Personal names are agendered.*

For example: Gaz Gutspiller, Krud Neverbather, Fuzzi the Slaughterer, Rend Longcock, Guzlin Greatbelly.



***Goblins**, upon being awakened, name themselves after the first words, or sometimes noises, that they hear. Goblins that were awakened by their parents as a child often have human or elvish names instead. Goblins do not have a family or clan name, though their name often gives clues about the manner of their awakening,*

For example: Grabbim, Ouch, Little Fucker, Lookit, Nikka, Yizzy, Atchu, Sniz, Pockit, Kikkim, Shit, Bugga, Jim.

***Dwarfs** are given their name during the act of childbirth, from the noises made during labour. This unusual practice is thought to encourage the baby to come out quicker. Dwarfs born underground also have a Kinsname, a combination of their parent's names with the suffix "-kin". Dwarfs born above ground do not have a Kinsname, and often use stones, gems or metals in place of a name. This is considered much more sensible.*

For example: Doof Owarghkin, Kaara Angokin, Nickel, Pumice, Aragh Arghyabastardkin, Rock, Pebble, Agarag Arankin, Owyn Oowarnkin.

***Humans** Human clan names consist of a personal name and the name of their clan leader, with the masculine suffix "-slad", the feminine suffix "-slass", and the alternate suffix "-skin". Humans that have been exiled or otherwise left by their clan exclusively use monikers.*

For example: Darrin Karkanslass, Erik Erikslad, Dayv Filiaskin, Ulran Ulranslad.

***Centaurs**, being cousins of humans, use the same clan name structure.*

For Example: Rein Dirkenslad, Yuran Rikanslad, Light Ullanskin, Desi Desminslass.

***Satyrs**, similar to topside Dwarfs, name themselves after the world around them, though they do not have the mining traditions of their cousins to found a basis on. As such, they usually use flora and fauna as a moniker. Masculine names tend to end in "-y", feminine names ending in "-ie."*

For example: Rosie, Daisie, Sandy, Rocky, Shroomie, Grassy, Rattie, Stoney, Foodie.

***Relmers**, being born of elves and humans, use either elven or human names, depending largely on their parents. Oftentimes a combination of the two is used, a personal Elven name and the name of one of their parents as a pseudo clan name.*

For example: Illaria Onili, Yuron Wolanion, Elerion Relani, Raili Unalion, Annali Onli.

***Dwellers**, largely eschewing their elven and dwarven heritage, use family monikers alluding to their familial trades. Their personal names are somewhat similar to elven names, though with fewer syllables and more hard consonants. Personal names are agendered.*

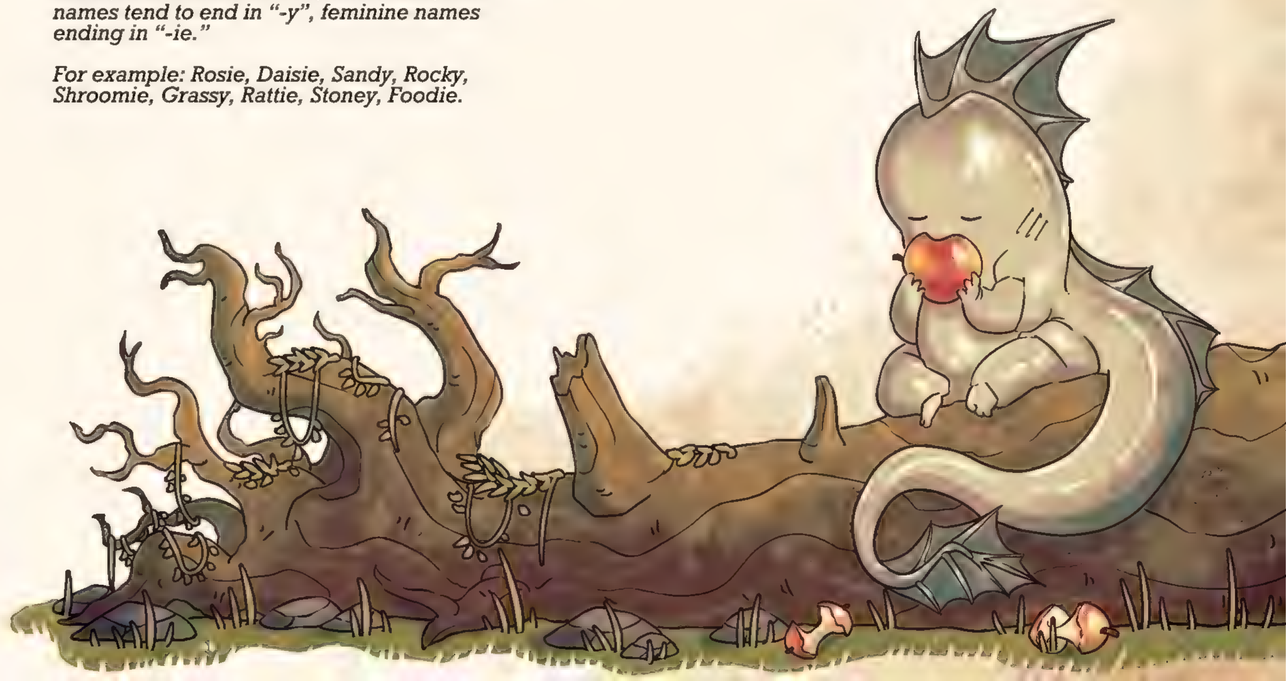
For example: Den Farmer, Rett Weaver, Jym Fiddler, Karn Planter, Rhyn Tailor, Emmi Carver, Luu Buttons, Kris Brewer, Fenn Dancer, Dyn Courier

***Alloyans** take from their dwarven and human heritage by taking a Kinsname, though their personal names often take a similar style to Dwellers, affecting their Kinsname.*

For example: Len Rynkin, Rhod Rankin, Gerri Olankin, Tarn Pomkin, Drej Drejkin, Kren Yornkin, Perki Krankin.

***Otherlings**, being born from any combination of kin, can have any naming structure, depending on their parents. Culturally, Otherlings born to Otherling parents take a naming format similar to Dwellers, having grown naturally from a family moniker, though with slightly softer personal names.*

For example: Renni Piper, Wyllin Cook, Yullyn Wheeler, Turia Miller, Samni Potter, Suli Sadler, Vyll Carpenter





Adventuring Supplies

Life on the road requires an adventurer to be ready for any scenario, and a smart wanderer knows to keep a healthy supply of sundries and knick-knacks in order to solve problems creatively. Everything from vicious traps to a simple feather can find a purpose if their owner is clever enough.

Every adventurer starts with four days of food and water, a simple tent and bedroll, as well as d10 x 10 jade currency. Roll a d100 six times to determine the rest of your adventuring supplies. What a person chooses to carry with them says a lot about their character!

1) A Sapiavian Feather
2) 30ft of good rope
3) A dusty bottle of rum
4) The pelt of a Coxox
5) A quill and ink
6) A jar of Slugraptor slime
7) A Wyrmswurm bagpipe guitar
8) A rusty Bullbear Trap
9) A large tin of chopplate chip cookies
10) Rumpled love letters
11) A human femur
12) Several sets of spare earrings
13) A jar of rumprat poison
14) A barmaid's bra
15) A wooden prosthetic arm
16) A small joke book
17) 15 feet of sturdy bronze chain
18) A crowbar
19) Spare underwear
20) A scroll titled "How to Make Friends"
21) 6 Lockpicks
22) A fake moustache
23) A vial of pink lipstick
24) A lantern and oil
25) A bag of ball bearings
26) A spare leather choker
27) A pair of handcuffs
28) A glass poison gas trap
29) A Dragonmarrow harmonica
30) A selection of friendship bracelets
31) A small urn
32) 10 sheets of blank parchment
33) A balloon of Hermaphryena semen
34) A tinderbox
35) A six hour hourglass
36) A Longleopard stringgut violin
37) A tin of Bastardgrass
38) A severely dented bronze helmet
39) A threenut butter and jelly sandwich
40) A small forearm shield (+1 Moxie)
41) A deck of playing cards
42) Three scented candles
43) A pot of Phallungus fungus
44) A pair of high heels
45) 4 servings of Dairygirl milk (+1 Brawn)
46) A small faded painting
47) A gold locket
48) A still-talking zombie head
49) A revealing silk outfit (+1 Hotness)
50) A set of flammable juggling pins
51) A note describing your mother
52) An invitation to the island of Shagahol
53) A magnifying glass
54) A vial of strong acid
55) A box of coloured chalk
56) A wooden key harp
57) A leaf from the Bone Forest
58) A fishing road and a tin of worms
59) A rain catching funnel
60) A famous warrior's autobiography
61) A chit for a free beer at a local brothel
62) A purse of d100 extra jade
63) A VIP Pass to Shuvitinabuti's breeding program
64) A pair of reading glasses
65) An Orc tusk
66) 5 poison darts
67) A note from a former teacher saying "See Me"
68) A diamond glass cutter
69) Several final notice debt letters
70) A stripper's pasties
71) A compass
72) A wooden wedding ring
73) A half empty bottle of banana daiquiri
74) A metal file
75) A bag of caltrops
76) A ball of yarn
77) A set of house keys
78) A pirate's red bandana
79) The loin cloth of a Rimnori elf
80) A sketchbook of pornographic drawings
81) A skinning knife (+1 Meat from dead animals)
82) Several of your own teeth
83) A hackey sack
84) An arena blood sponge
85) A former lover's favourite tunic
86) 4 vials of Antidote
87) A pack of bubblegum
88) A voucher for a free Blood Magic Spell
89) A snare trap
90) A straight razor and shaving kit
91) A hand carved bong
92) 3 pinches of Whiffsniff (+1 Exertion per use)
93) Leather reins and a saddle
94) A small mirror
95) A very harshly worded employee evaluation
96) A sealed envelope from a local cult
97) A gentleman's sexual relief appliance
98) A hammer and bag of nails
99) d10 extra rations
100) A pet (roll a d6 on the Pets table)

Pets

1) A Splatcat
(an extremely fluffy, extremely pudgy, six legged cat. Basically useless)
2) A Squish
(a ball of slime with eyes that can fit through the smallest cracks)
3) A Minimimic
(a pygmy mimic that can morph into objects as large as a bowling ball)
4) A Nightwoofer
(a nocturnal lemur-like creature that barks like a dog when frightened)
5) A Sapiavian
(a small talking bird with the intelligence of a person)
6) A Crapdragon
(a tiny dragon that breathes fire hot enough to melt iron, eventually)



Your Birthsign

Without seasons, the people of Mundain use the Moonthings and the orbits of the three moons to determine the month. Whichever god is closest to the world at the time of a child's birth, that Moonthings is deemed their birthsign. The original names of the gods have been deliberately forgotten, and replaced by Dragonkin numbers.

Those born under a given Birthsign oftentimes have allegedly similar personalities, personalities ascribed to the Moonthings themselves. This is patently false, but enough people believe it that it's worth mentioning.

Roll a d6 to choose your Birthsign, then choose from one of two Boons.

1) Ran'di

Ran'di Kin enjoy the arts, both creative and carnal. They tend to have bubbly, upbeat personalities, and often end up as famous bards, painters, sculptors, and sex workers. They're often much more well endowed than others.

1) You can roll for a Light Magic spell 2) Sex is always considered Great or better.

2) Du'di

Those born under Du'di are the life of the party, constantly looking for a horn to drink from or a drinking buddy to get horny with. This often comes at the cost of being easily distracted. Often have a beer belly, or a fat arse.

1) You are immune to poison 2) You can roll for a Death Magic spell

3) Tri'qi

Kin born during Tri'qi months are consummate pranksters, boundlessly energetic and ceaselessly annoying. They often end up on the wrong side of the law, or become wandering barbarians. Usually laughing during moments of tribulation.

1) You have +1 Exertion Uses 2) You have a permanent +1 to Moxie

4) For'ai

Those born under For'ai love the thrill of violence, the elation of besting another, and the satisfaction of a job well done. Those that don't indulge in a life of combat often end up in skilled trades. They're usually more muscular than most.

1) +3 Life every Level Up 2) You have permanent +1 to Brawn

5) Fi'dli

Those born during Fid'li are considered cynics by most, though would call themselves realists. They are said to prefer rationality to passion, and a quiet night at the library to a piss-up at the tavern. Often wear spectacles and a book satchel.

1) You can roll for a Death Magic spell 2) You can roll for a Light Magic spell

6) Sais'i

Kin born under Sais'i see the beauty in all things, from the light of a shimmering sunfungus, to the dripping of blood from a blade. They would be incredibly creepy if they weren't so beautiful.

1) You can roll for two Light Magic Spells 2) You have permanent +2 to Hotness



Death Magic

Not as evil as it sounds, the first Death Magic spells we're conjured by legendary wizard Lizzi Death.

They do, however, create a lot of death, but most people agree that's just coincidental.

Roll a d6 to acquire your first Level 1 Spell, then a d4 to determine your number of Spell Uses.

(Remember this page if you ever hit Level 5, and roll on the Level 5 List!)

Level 1 Spells

1) Fireball
- 3d6 damage to one target.
- Causes the Burning status.
- Can set fire to flammable objects.

2) Lightning
- 2d6 damage to d4 targets
- Can electrify puddles, and power magical devices.

3) Force Pull
- 2d4 damage to one target, pulling the target towards you and making you their target.
- Can be used to pickpocket targets, or undress an unarmoured target.

4) Force Push
- 2d4 damage to one target, pushing them away from the caster and making them Prone.
- Can be used to trigger traps, push over heavy objects, or lift willing humanoids up to second story windows.

5) Paralyse
- 1d10 damage to one target, causing them to miss 1d4 turns.

6) A Spell of Your Choice!
From the Level 1 List.

Level 5 Spells

1) Flash Freeze
- Restrain a target until the target rolls a DC12 dice challenge to break free.
- Does no damage itself, but any damage dealt to the frozen target is multiplied by 2, until it unfreezes.
- Can be used to create slippery surfaces, freeze water, create barriers of ice, etc.

2) Adrenaline
- Gives yourself or an ally 1 Exertion Use.
- If used on an allied NPC, allows them to take an immediate Combat Action.

3) Raise Dead
- Revive a recently dead creature to serve you.
- Maintains it's abilities and stats from when it was alive.
- Lasts until its death.

4) Magic Shackles
- 2d6 damage to one target every round while in effect.
- The target must use two Tactical Actions to move around.
- Lasts until you next take damage.

5) Mass Paralyse
- 2d10 damage to d6 targets, causing them to miss 1d4 turns.

6) Double the Damage!
Double the amount of dice used to calculate damage on the Level 1 List. You can only do this to each spell once per 5 levels.



Light Magic

The manipulation of raw magic, leftover from the creation of the world.

Considerably more nefarious than Death Magic, but doesn't involve fire and lightning.

Roll a d6 to acquire your first Level 1 Spell, then a d4 to determine your number of Spell Uses.

(Remember this page if you ever hit Level 5, and roll on the Level 5 List!)

Level 1 Spells

1) Heal
- 2d8 Life to one target.
- Can be used to tame wounded animals, or convince humanoid enemies to stop fighting.

2) Group Heal
- 1d8 Life to d4 targets
- Can be used to pacify bar brawls or cult bloodletting rituals.

3) Shield
- 2d8 bonus Armour to 1 target for 1 round.
- Can be cast on opposite walls to create a magic barrier.

4) Charm
- Temportarily turns 1 hostile enemy to your side for 1d8 rounds.
- Adds 2d8 to a Disposition check.
- The target will obey all your commands to the best of their ability.

5) Sleep
- The target misses their turn for d6 rounds. Any damage wakes them up.
- Can be used to keep a sleeping enemy asleep, allowing Stealth checks to automatically succeed.

6) A Spell of Your Choice!
From the Level 1 List.

Level 5 Spells

1) Sunbeam
- 2d8 damage to an Adjacent enemy, and 1d8 damage to a Far or Distant enemy.
- Causes Blindness to both targets for 1 turn.

2) Enchant Weapon / Armour
- Adds d6+your Level in damage to yours or an ally's weapon, or adds d6+your Level to yours or an ally's armour.
- Roll the d6 buff after successfully casting this spell, then use that number for the duration of the spell.
- Lasts 24 hours.

3) Resurrect
- Revive a recently dead humanoid creature back to full health as a zombie.
- Target might not appreciate this.

4) Entrall
- Turns 1 hostile target to your side. Every 24 hours, the target can attempt to resist, DC12.
- The target will obey all your commands to the best of their ability.

5) Big Sleep
- Applies the Sleep spell to 2d6 targets.

6) Double the Dice!
Double the amount of dice used to calculate healing or duration of a spell from the Level 1 list. Can only be used once per spell every 5 levels.



"With large scale warfare being a thing of the past, notable conflicts of the last hundred years include the Clash at Crook's Corner, the Battle of the Barbers, and the Siege of Dayv's House."

WEAPONS

After millennia of global warfare, and monsters lurking throughout the dark corners of the world, practically everyone has at least one weapon on their person at all times. While there hasn't been a thousands strong war in well over a century, there's always something, or someone, that needs stabbing.

Basic weapon attacks deal the weapon's dice damage, plus its material damage, plus the wielder's Brawn stat. For example, a wood short sword wielded by someone with +2 Brawn would deal (d4+1+2) damage. If they roll a 3, that's 6 damage total.

You don't need to roll to see if you hit the enemy first, except in special circumstances, such as being Blinded or using a special skill. You'll learn about these later.

Some classes require specific weapons to perform effectively. You'll learn about Classes later.

Roll (d10) then (d6) on the tables below to determine which weapon you start with.

1) WEAPON: (d10)

Every weapon has its dice damage beside it. Roll this when making an attack.

1) Dagger (d4)

2) Staff (d4)

3) Short Sword (d4)

4) Sword (d6)

5) Spear (d6)

6) Hammer (d6)

7) Axe (d8)

8) Bow (d8)

9) Maul (d8)

10) Greatsword (d10)

2) MATERIAL: (d6)

A weapon's material is a flat bonus to all damage when using that weapon.

1) Wood (+1)

2) Stone (+1)

3) Bronze (+2)

4) Iron (+2)

5) Steel (+3)

6) Glass (+3)

Remember: *Don't worry too much if you start out with a crappy weapon, you'll have plenty of opportunities to buy and find better, more interesting ones on your adventures.*

In the meantime, Vice & Violence is as much about using improvised weapons like glass bottles, rocks, wooden chairs, kitchen cutlery and other furniture to beat people up in funny and creative ways. You'll learn about Brawling and Improvised Weapons in the next chapter.



"It is a thaumaturgical law of the universe that any fish - with enough motivation - can swim up a urethra."

ARMOUR

With so many shapes and sizes to attempt to conform to, only the most experienced and well-paid mercenaries and headhunters can afford sensible and form-fitting armour. For the up-and-comers, a mish-mash of inherited and purloined scraps of leather, maille and plate is the best you can afford.

Armour negates incoming damage, and determines your ability to sneak around. Whenever you get hit by an attack, roll your Armour Save and add (or subtract) your Moxie to determine how much damage you negate.

Some classes require lighter armour to perform effectively. You'll learn about Classes later.

Roll (d6) on the table below to determine how much armour you start with.

1) SKIMPY: (d2)

Barely covered at all. Great for stealth, bad for being stabbed. Bikinis, loincloths, basic tunics and leather long boots, and most of the armour comes from the latter.

2-3) LIGHT: (d4)

Your joints are protected, but that's about it. If you're wearing anything, it's simple clothing.

4-5) MEDIUM: (d6)

Your arms and legs are adequately protected, or you're wearing a decent torso covering, but there's still a lot of places to stick a knife in. The big lad on the left is wearing medium armour.

6) FULL: (d8)

Your arms, legs, and torso are sufficiently covered in metal and leather. This'll make a lot of noise, but you're not gonna get hurt as much as the guy running around in a loincloth. The elf girl on the left is wearing full armour.



Your Abilities

Every player has four abilities that are used to interact with the world, performing Dice Challenges and aiding in combat. These are Smarts, Brawn, Moxie and Hotness.

All ability scores start at -4. Roll a d6 and add any bonuses to determine your Abilities going forward.

If you'd rather use a Standard Array system, you can assign these scores to abilities of your choosing, then add your bonuses. (+2, +1, -1, -2.)

Smarts

Cast spells, pick locks, decipher text, disarm traps, investigate.

Brawn

Fight, carry, push, break, arm wrestle, interrogate, intimidate.

Moxie

Defend, resist poison, stay sober, survive torture.

Hotness

Seduce, bribe, get laid, get paid, blend in, stand out.



LIFE

5 + d6 + Moxie

The total amount of damage you can take before you are Downed.

DOWNED

When your Life reaches zero, you become Downed, and unable to act.

DEAD

When you've been Downed for 3 turns without being healed or stabilised, you die. Adjacent adventurers can stabilise you with a Tactical Action, or heal you with magic or healing potions to get you back into the fight.

REFRACTORY PERIOD

Known colloquially as "sage time", "post-nut clarity" and "immediately feeling disgusted with your life choices" the refractory period is that window of time after sex when the idea of more sex is frankly unthinkable. Don't worry, it passes quickly, but when torches are burning and time is running out, it's something all adventurers have to think about.

An adventurers Refractory Period dictates how long they have to wait before engaging in Sex again. This can be pretty important in dangerous scenarios, like in dungeons. Roll a (d6) on the table below to determine your Refractory Period, regardless of gender.

1) *1 hour, 45 minutes*
2) *1 hour, 30 minutes*
3) *1 hour, 15 minutes*
4) *1 hour*
5) *45 minutes*
6) *30 minutes*

Engaging in Sex before your Refractory Period is over costs ***1 Exertion*** *and leaves you* ***Dehydrated.*** *You'll learn about these in the* ***Running the Game*** *section of the book.*

OPTIONAL BACKGROUNDS

Most adventurers have lives and jobs before they take up the sword. These optional Backgrounds give players a pre-determined Standard Array of ability scores, as well as a small perk and detriment based on their previous occupation. Remember to add your Racial Bonuses! (Backgrounds are recommended for a second or third character, as they require a deeper understanding of Vice & Violence's mechanics than a first time play through.)
SM = SMARTS. BR = BRAWN. MX = MOXIE. HT= HOTNESS

Farmer: *(All Races) Growing feetwheat, crops and rice, handling beefbugs, dairygirls, cottonbugs, silkspiders, and so on.*
SM: -2 BR: +2 MX: +1 HT: -1
You start with an additional 10 rations, but you can't read.

Woodjack: *(All Races) Turning trees and fungiwood into furniture, tools and struts. It's a stable, safe job. Boring.*
SM: -1 BR: +1 MX: +2 HT: -2
You start with an additional Bronze Axe (d8+2), but start with the Constant Daydreaming Vice.

Alchemist: *(All Races) Creating potions and poultices for your community, occasionally midwifing and setting bones, when the local wizard's not around.*
SM: +2 BR: -1 MX: -2 HT: +1
You start with an additional 3 Healing potions, but start with the Miserable Bastard Vice.

Miner: *(All Races) Digging ore out of the ground, so it can be transmuted by the on-site wizard. Gemstones are much more valuable these days.*
SM: -2 BR: +2 MX: -1 HT: +1
You start with an additional d50 jade, but you can't read.

Harlot: *(All Races) An unaffiliated sex worker. Lucrative, but dangerous work, operating without proper accreditation.*
SM: +1 BR: -2 MX: -1 HT: +2
NPCs you have Sex with always need 2 hours Rest, but you are banned from all city Brothels.

Urchin: *(All Races) A worthless orphan, taking turns on the city streets and the Thieves Guild boarding schools.*
SM: -2 BR: +1 MX: +2 HT: -1
You won't gain a Vice from killing your first humanoid enemy, but you can't read.

Smith's Lad: *(All Races) A blacksmith's apprentice, making nails, hinges and door handles. There are few jobs more tedious than this.*
SM: -2 BR: +2 MX: -1 HT: +1
You start with a +2 upgrade to your Armour, but start with the Greaseball Vice.

Babysitter: *(All Races) Looking after the little fuckers of more important people. No wonder you took up the axe.*
SM: -1 BR: -2 MX: +1 HT: +2
You start with an additional 2d20 jade, but you start with the Hothead Vice.



Artist: *(All Races) You quickly learned boobs and butts are more profitable than murals and portraits. And much more enjoyable to look at.*
SM: +2 BR: -2 MX: -1 HT: +1
You start with an additional 2d50 jade, but you start with the Chronic Horniness Vice.

Courier: *(All Races) Shuttling people and packages from here to there, until your Waddledog mount died. A tragic backstory.*
SM: +1 BR: -1 MX: +2 HT: -2
You have +5 Disposition with all Mountable creatures, but you start with the Wuss Vice.

Tradesman: *(All Races) Butchers, weavers, tanners, winemakers, cobblers, roofers. All the jobs that need doing to keep the wheels turning. You're incredibly normal.*
SM: -1 BR: +2 MX: +1 HT: -1
You have +5 Disposition with all non-Great House NPCs, but you start with the Scaredy Cat Vice.

Servant: *(All Races) Keeping the House Lords satisfied, one way or another. Usually sweeping or cooking in a sexy outfit.*
SM: -2 BR: +1 MX: -1 HT: +2
You gain +1 Hotness while wearing Skimpy armour, but start with the Slutty Vice.

Scion: *(Humans, Elves, Dragonkin & Otherlings) An unimportant niece or nephew to a House Lord, that either caused slightly too much trouble or just got bored of the tedium of House politics.*
SM: +1 BR: -2 MX: -1 HT: +2
You start with an extra 2d50 jade, but have a -5 Disposition check with Great House members.

Dairygirl: *(Humans, Alloyans & Relmers) In a world of bugs, slugs and lizards, it's up to humans to provide the milk. Magically augmented with enormous breasts, cow-like ears, horns and a tail, over 50% of Dairygirls are biologically male.*
SM: -2 BR: -1 MX: +1 HT: +2
You can provide your party with 1 milk each, which hydrates and provides +1 Brawn for 24 Hours, but you require 4 rations per milk provided. You also cannot wear full or fitted armour.

Faeling: *(All Races) You grew up in a village indebted to a lesser Fae. As an adult, you are covered in scars of concentric blue circles on your arms, and an unkept promise to a power beyond mortal comprehension.*
SM: +2 BR: -1 MX: -2 HT: +1
You start with 4 additional Spell Uses, but you must become a Warlock the first time you are Downed.

Old-Worlder: *(Dwarf) You're new to the surface, beard to the floor and draped in your father's mail. This new world is strange and humid, and the sing-songy language is hard to understand.*
SM: -1 BR: +1 MX: +2 HT: -2
You start with Full Armour and an Iron Axe(d8 +2), but you have -5 Disposition with all non-Dwarfs until you remove your beard at a Wizard's Tower for 50 jade.

Shunned: *(Dweller) Dwellers are a social lot, and it seems every week there's a village festival, birthday or orgy with mandatory attendance. Avoiding too many of these got you cast out from your village.*
SM: +2 BR: +1 MX: -1 HT: -2
You have a +5 Disposition check with non-Dwellers, but a -5 Disposition check with all Dwellers.

Runt: *(Goblin, Elves & Dragonkin) Goblins, Elves & Dragonkin have multiple births at a time, and one newborn is inevitably smaller and unhealthier than the others. But their need to keep up with their siblings gives them an edge in both intelligence and toughness.*
SM: +1 BR: -2 MX: +2 HT: -1
You have a +5 Disposition check with your race, but start with the Hothead Vice.

Sewer Knight: *(Dwarf, Satyr, Dweller, Goblin) It's a miserable job, but the Sewer Knights have contributed to the health and hygiene of the Mundainian people more than they could know. However, no one can stomach the job long.*
SM: -2 BR: +1 MX: +2 HT: -1
You start with an Lantern, 12 Hours of Oil and Cursed Full Armour, which gives the Bad Hygiene Vice while being worn.

Last Place Jouster: *(All Races) Relmer's Reach has the largest Waddledog jousting scene, and you've consistently placed last in every tournament. It's time to find new opportunities.*
SM: -1 BR: +1 MX: -2 HT: +2
You start with a Waddledog mount and a Wooden Lance, but start with the Painfully Embarrassed Vice.

Clanrider: *(Human, Relmer, Alloyan) An uninteresting member of an inconsequential human clan, you absconded from a life guarding the flanks of the caravan with your only friend, your slugraptor.*
SM: -2 BR: +2 MX: -1 HT: +1
You start with a Slugraptor mount, but have -10 Disposition with all human trade caravans.

Newly Conscious: *(Goblin) You've been made newly cognisant via mushroom gas from a passing human, and the whole world is strange and new to you. Thankfully you killed them before you lost your feral nature, which means you got their stuff.*
SM: -2 BR: +1 MX: +2 HT: -1
You start with Medium Armour and an Iron Axe, but subtract 2 from your starting Life.

Arena Sponger: *(All Races) Practically all you've known is the undercroft of your local arena, sponging blood and - as an adult - sponging gladiators. But you've picked up a trick or two from the fighters during your sweaty and blood-drenched career.*
SM: -2 BR: +2 MX: -1 HT: +1
You start with two random Martial Skills, but start with 0 jade.

Wizard's Puppet: *(All Races) Wizards for smaller towns and villages don't get as many chances to experiment on people as the city wizards, so a designated puppet is usually assigned. It's not painful, but it is humiliating, so you've buggered off.*
SM: -1 BR: -2 MX: +2 HT: +1
You start with a Utility spell of your choice, but start with the Painfully Embarrassed Vice.

Tribe Poet: *(Orc) Orcish poetry is filled with heartbreaking sadness, rousing battles and a rich, complex oral history of their tribe's deeds. The most eloquent orc is sent forth to sing the praises of their tribe and create their own legend, to add to the oral tapestry.*
SM: +1 BR: +2 MX: -1 HT: -2
You start with +2 Bard Proficiency, but start with the Greedy Sod Vice.

Rum Runner: *(Satyr) A career particularly suited to those with small frames and long legs, rum runners gallop back and forth between distilleries and taverns, keeping cellars stocked and punters pickled.*
SM: -2 BR: +1 MX: +2 HT: -1
You start with +1 Exertion Uses, but start with the Drunk status effect.

Temple Novice: *(All Races except Goblin & Dwarf) A middle class upbringing consigned you to a life of quiet study and menial chores. Now you're an adult, you're ready to get out of here.*
SM: +2 BR: -2 MX: +1 HT: -1
You start with the Heal & Group Heal spells & +4 Spell Uses, but you start with the Lazy Vice & the Slutty Vice.

Aeldorman Assistant: *(Elves) Each tree in the Bone Forest is appointed an Aeldorman, a local representative of the Asmnori Council, to relay their rulings to the entire tree. As an assistant, you did all the climbing up and down to every saphouse on the damn tree. Bugger that.*
SM: -1 BR: +1 MX: -2 HT: +2
You start with an additional 4d20 jade, but start with the Forgetful Vice.

Elevator Operator: *(Dwarf, Alloyan) Handling the many freight elevators that take trade goods to and from the surface world to the Iron Kingdom, you decided literally anything must be more stimulating than handling a lever for the rest of your life.*
SM: -1 BR: -2 MX: +2 HT: +1
You start with an Iron Halberd, Medium Armour and an additional d50 jade, but start with the Miserable Bastard Vice and the Constant Daydreaming Vice.

Teatsqueezer: *(All Races) Milking dairygirls and delivering barrels and jugs of milk door to door. An envied profession in theory. In practice, it makes one bored of boobs.*
SM: -2 BR: +2 MX: -1 HT: +1
You start with +1 Exertion Uses, but start with the Constant Daydreaming Vice.



You arrive at The Twin Cities, driven by the vague and ceaseless rumours that there is big money to be made for anyone with a decent sword. Beneath the endless drizzle, the acrid smoke of a hundred thousand chimneys, and the ever present stench of distilleries, forges, bodily fluids and slug shit, you find a lawless sprawl of knife-filled alleyways, peering eyes and wobbling body parts. It might be time to brush up on the fundamentals of keeping yourself alive and unstabbed.

Running the Game

These are the basic rules Game Masters and players need to interact with the world of Vice & Violence, including Dice Challenges, combat, stealth, casting spells, Levelling Up, keeping track of time and distance, and using food and water to keep yourself healthy.

More circumstantial rules will be described further into the book when they're needed. For now, these are all the rules required to start playing the game.

Welcome to Vice & Violence

Vice & Violence is a rules light, procedure heavy theatre-of-the-mind tabletop roleplaying game that focuses on player agency, creative combat, and providing GMs with on-the-fly tools and roll tables.

Much like other TTRPGs, Vice & Violence requires a few things to play:-

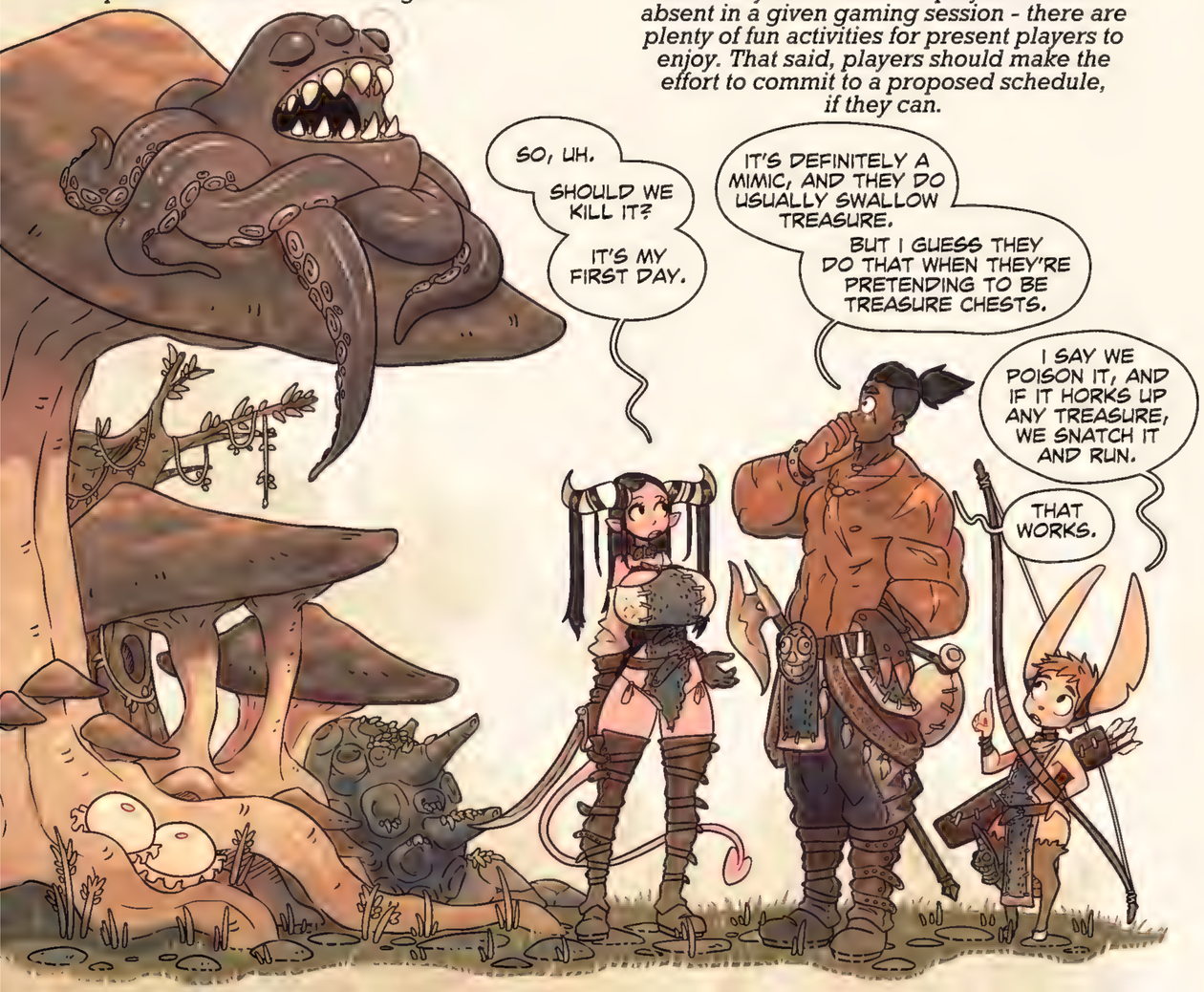
***Dice**: d4, d6, d8, d10, d12, d20, d50 & d100. If you're new to TTRPGs or don't own all the required dice, there are many dice roll apps available for your phone.*

***A Game Master**: GMs are the storytellers and rules arbitrators of the game, creating scenes and scenarios to excite and challenge their players. An experienced GM can create dungeons, heroes & villains, cities, even entire worlds to explore. Vice & Violence provides pre-made tools and scenarios for GMs of all experience levels to help set the scene in this strange world.*

***Players:** A group of players each create a character, an up-and-coming adventurer that is looking to improve their lot in life through dungeon crawling, bounty hunting, and embarking on quests for the promise of reward. These adventurers start as simple folk, no different from any other, but through their experience grow into accomplished martial artists and potent spellcasters. When working in league with their GM, players can collaborate on a fun and exciting story, filled with trials and tribulations, alliances and betrayals, tragedy and hilarity.*

***Time to Play:** Tabletop roleplaying games require both their players and GMs to set aside some time to get together and continue their story. This can be difficult to commit to, especially with life and responsibilities getting in the way.*

Vice & Violence is narratively designed in such a way that - should a player be late or absent in a given gaming session - there are plenty of fun activities for present players to enjoy. That said, players should make the effort to commit to a proposed schedule, if they can.



The Lewd Level

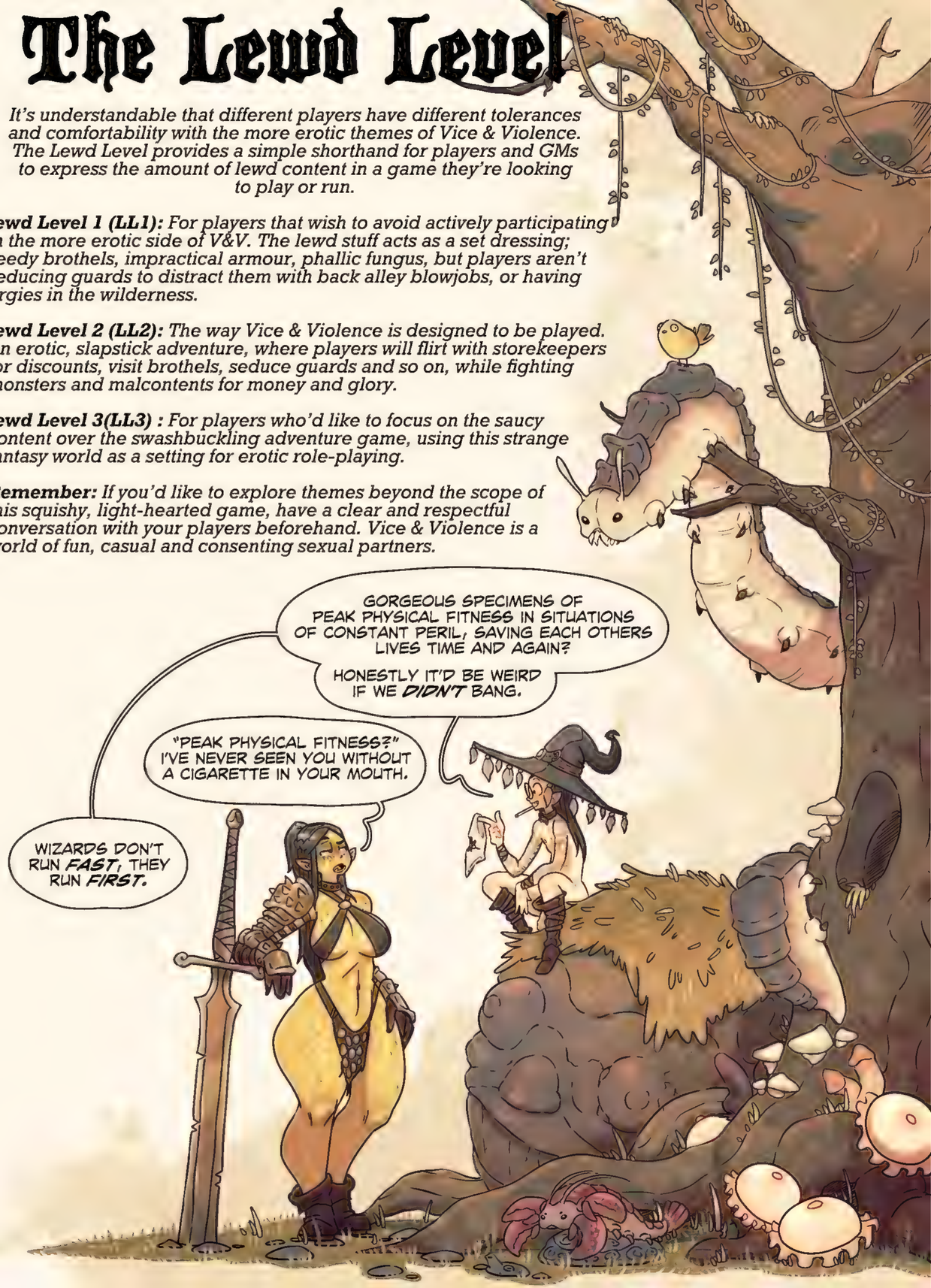
It's understandable that different players have different tolerances and comfortability with the more erotic themes of Vice & Violence. The Lewd Level provides a simple shorthand for players and GMs to express the amount of lewd content in a game they're looking to play or run.

***Lewd Level 1 (LL1):** For players that wish to avoid actively participating in the more erotic side of V&V. The lewd stuff acts as a set dressing; seedy brothels, impractical armour, phallic fungus, but players aren't seducing guards to distract them with back alley blowjobs, or having orgies in the wilderness.*

***Lewd Level 2 (LL2):** The way Vice & Violence is designed to be played. An erotic, slapstick adventure, where players will flirt with storekeepers for discounts, visit brothels, seduce guards and so on, while fighting monsters and malcontents for money and glory.*

***Lewd Level 3(LL3) :** For players who'd like to focus on the saucy content over the swashbuckling adventure game, using this strange fantasy world as a setting for erotic role-playing.*

***Remember:** If you'd like to explore themes beyond the scope of this squishy, light-hearted game, have a clear and respectful conversation with your players beforehand. Vice & Violence is a world of fun, casual and consenting sexual partners.*



THE ROLE OF THE GAME MASTER

The Game Master runs games sessions, designs dungeons and scenarios and quests, controls creatures, enemies and non-player characters, and acts as the storyteller and arbitrator of rules and combat. For their players, they act as the window into the worlds of tabletop roleplaying games.

And the world of Vice & Violence is very strange indeed.

The gods, Lovecraftian horrors who had a habit of physically layering new worlds on top of the old ones, are now powerless and stranded on the moons orbiting this onion-like planet. Magic has grown wild and unstable, seeping from the core of the world into people like ethereal radiation, allowing for strange new half-kin to be born and blood magic to be rife. Fae creatures will themselves into existence from this magical affluvia, tempting and terrorising those outside the few surviving cities of a poorly understood cataclysm five hundred years ago. The economic and industrial powerhouses are the Undead, who have the time and patience to make bizarre armour and clothing from their mausoleum cities, and the Dwarfs, the insular survivors of the previous world, who find the world above too humid to keep their floor-length beards, but ban any visitors or magical contraband from entering their underground realm.

And to top it off, the dragons are finally bored of hoarding gold.

There are no more kings, no more gods, no marching armies or warring city states. Just families, friends and clans trying to survive in a strange world, finally free from the influence of cosmic entities and royal decrees. Perhaps that's why, despite everything, people seem so cheerful.

Vice & Violence is, ultimately, about the actions and consequences of (relatively) normal people, and the game embraces the slapstick silliness of player agency, giving Game Masters the on-the-fly tools they need to let their players make choices of what to do, where to go, and how to handle situations and combat. Creative thinking and careful planning are greatly encouraged, both in and out of combat, and when travelling this strange world.

Many Game Masters have their own styles of running a game session. Some like to create grand narratives, crafted set pieces and fascinating characters. Others enjoy the mechanical thrill of a combat and puzzle rich megadungeon. Some enjoy the chaos of letting the dice decide, while others prefer a more lenient, tailored experience.

Vice & Violence is written to provide the maximum randomness of dice rolling, but encourages Game Masters to pick and choose which elements of their game they choose to leave to fate. For example, some of the roll tables that create monsters in the back of this book can create creatures far too powerful for lower level players. Some GMs would relish the chance to terrify their players with such a creature, while others can tweak their creation rolls to give their players a fighting chance.

This book is laid out in such a way as to guide you and your players through their first couple of game sessions, starting with character creation and the basic rules for interacting with this world, followed by a starting dungeon, in which your players meet and work together to cull feral zombies for the conscious Undead. After this, they must make it across the city to an inn for the night, then spend their coin on gear and provisions in the morning. After which, they can choose to interact with the city in their own way, including more dungeoneering, or take a simple quest that has them travelling to a neighbouring city, with all the dangers that entails.

This, of course, is entirely optional, and if you've got grander ideas for your players, this book can act as a simple reference point for the world, it's lore, and strange creatures your party can meet on their travels.

However you like to structure your gaming sessions, Vice & Violence should have everything you need to create a fun, light-hearted and silly adventure.



THE ROLE OF THE PLAYERS

When one thinks of a hero, they might picture a noble warrior, in glistening, custom-fitted armour, a razor sharp family sword, equipped with decades of martial training, an unshakeable moral code, a powerful steed, and a menagerie of talented associates and comrades.

They might think of a wizened spellcaster, with a bottomless satchel of components, flowing arcane robes, grand libraries of ancient texts and magical tomes, a well-groomed beard and an ornate pipe.

A hero exudes confidence, competence, righteousness and a sense of personal duty.

You don't have any of that.

You're a nobody, starting at the bottom. The very bottom. Today is the first day you held a sword, and you sold most of your meagre belongings to buy it. Your armour, if you could afford any, are ramshackle scraps of chain, leather and plate, usually peeled off of the last wannabe adventurers and sold to the local pawn shop by some quick-fingered scavenger.

But, with training, jade, and a lot of luck, you could truly become something special.

Players of Vice & Violence inhabit the role of an up-and-coming adventurer, eager to earn some coin and make a name for themselves in a light-hearted and silly, but dangerous world, collaborating with your GM to tell a fun and exciting story about the struggles and triumphs of your wannabe heroes.

Vice & Violence puts player agency at the front and centre of all its design choices, encouraging players to create elaborate traps and schemes to make combat as unfair as possible, chasing bounties through dense cities filled with strange characters and events, and exploring a world filled with opportunities to earn treasure and experience. The Game Master Guide section of the book provides your GM with a wealth of tools and scenarios for on-the-fly decision making, allowing you as players to go where you want and do what you want.

While this game is perfectly capable of traditional long narrative campaigns, think of it more as an "adventurer life simulator", especially for your first few sessions. Eating, drinking, sleeping, having sex, replenishing your tools and equipment, and earning money for large purchases such as custom armour, mounts like the humble, loyal Waddledog or the nimble, nervous Slugraptor, and new spells and buffs to your abilities. You'll need to work your way up to the heroic deeds, once you can afford all the required accoutrements.

Vice & Violence also notably uses the time between gaming sessions - referred to as Downtime - to increase your adventurer's skills. While the game has a traditional levelling system, it's the time your character spends "away from the camera" where they are taught new martial skills and spells, and work towards becoming a master of a chosen class. If that sounds intimidating, don't worry, it's usually no more than a dice roll, one you can choose to do at the table or in the middle of a session, if your fellow players and GM agree to it.

The most important thing to remember is that V&V, like all tabletop roleplaying games, is meant to be a fun story-telling conversation with friends and like-minded players. While the world you're about to enter is fraught with peril, and the death of your character is quite a real possibility, ultimately you're all working together to create the most entertaining and ridiculous narrative possible.



Dice Challenges

Abbreviated as DCs, Dice Challenges simulate the act of performing risky or difficult tasks. Dice Challenges have a required score, and require rolling a d20 die and adding & subtracting any modifiers to meet or beat the score.

Dice Challenges are written as (DC__ + "Ability"). For example, disarming a trap can be (DC12+Smarts), meaning you roll a d20 and add your Smarts Ability to determine the total roll. If you were to roll an 11, and had a Smarts of -1, the total roll would be 10, and you would fail the Dice Challenge.

Remember, Vice & Violence encourages roleplaying over using dice, but Dice Challenges are a great way to speed up your game or fill in the gaps of your roleplaying session.

Some examples of Dice Challenges are:

Casting a Spell

Disarming a Trap

Seducing a Guard

Sneaking past Enemies

Picking a Lock

Performing Martial Skills

Playing Drinking Games

Having Sex



Dice Challenge Difficulty

(DC6) Laughably Easy

(DC8) Relatively Routine

(DC10) Simple, but not second nature

(DC12) Normal Difficulty

(DC14) Tricky, requires luck or training

(DC16) Very Difficult

(DC18) Almost Impossible

0	15	30	45	60	
					Midnight/Noon
					1:00
					2:00
					3:00
					4:00
					5:00
					6:00
					7:00
					8:00
					9:00
					10:00
					11:00

Time

Time management is an important skill for any violence-based entrepreneur. In all the excitement of plundering tombs and getting murdered, it's easy to forget to hydrate, eat and sleep.

Some quests a party accepts might be time sensitive, such as stopping a cult from completing a ritual, or acting as security for a trade caravan.

Vice & Violence includes two approaches to timekeeping, though DMs are welcome to use any they see fit.

Easy

This approach is broken down by days, allowing players to eat, drink and sleep automatically. Players spend one day in towns, small dungeons, and travelling to local quests. Players spend two days in large dungeons, completing urban quests, and travelling between towns. Players spend three or more days travelling between cities and important landmarks.

Advanced

Time is broken down by fifteen minute increments using this method, requiring players to keep track of their time management, as well as when to eat, drink, and sleep. Vice & Violence is written with the Advanced timekeeping method in mind.

To the left is a grid to help you keep track of time, while to the right are some examples of the time it takes to perform common adventuring actions.

Feel free to print this page and use a token or bead on the grid to help with time management.

15 minutes

- *Fully investigate a room*
- *Eat and drink*
- *Disarm a trap*
- *Fully read a map*
- *Skin and butcher an animal*
- *Pick a lock*
- *Stuff treasure into your bag*

30 minutes

- *Set up or break camp*
- *Browse and/or purchase from a shop*
- *Set up a trap*
- *Tame a wild animal with meat*
- *Play a drinking or gambling game*
- *Appraise and/or sell your treasure*

1 hour

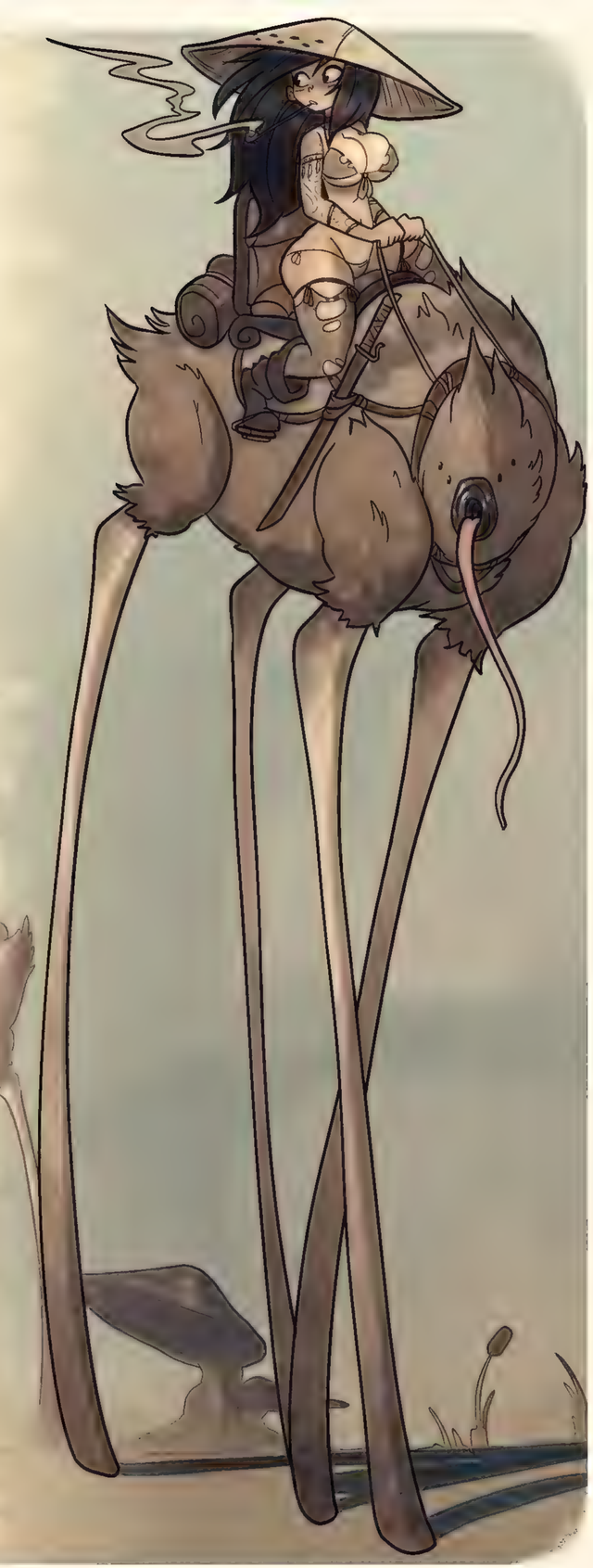
- *Cook meat*
- *Walk across a town*
- *Teleport to another location*
- *Acquire a quest at a brothel*
- *Play music at a tavern*
- *Have sex with a Courtesan*
- *Be fitted for clothing*

3 hours

- *Acquire a quest at a tavern*
- *Bathe in a bathhouse*
- *Purchase Full or Ornate armour*
- *A shift of Guard Duty at camp*
- *Walk across a city*
- *Board a ship and wait for it to set sail*

1 day

- *Complete a small to medium sized dungeon*
- *Travel between settlements with a mount or wagon*
- *Earn money through Downtime activities*
- *Learn a new Utility Spell, Blood Magic spell, or Martial Skill*
- *Travel between cities on a Throat Dragon*





Distance

Distance is measured in four ways: Adjacent, Nearby, Far, and Distant. These terms can be applied on a micro or macro scale, for instance, the room of a dungeon, a whole city, or an entire continent.

For example, a bandit in melee attack range is Adjacent, the door they entered from is Nearby, the chandelier hanging in the centre of the ceiling is Far, and the torch sconce on the opposite wall is distant.

As another example, when standing outside a brothel, the brothel is Adjacent, the alchemist next door is Nearby, the tavern across the street is Far, and the temple in the city centre is Distant.

You can use these terms as a guide to help set the scene when playing without visual aids.

Combat

Combat in Mundain is brutal, sloppy, and amateurish. Death is common, especially for wannabe adventurers. If you find yourself in a fair fight, either find your way out of it, or make it as unfair as possible.

A Combat encounter in Vice & Violence is divided into rounds and turns. Each actor in a round gets a turn, after which a new round begins.

Every actor, player characters, enemies, and hirelings, have ***one Combat Action****, and* ***two Tactical Actions.***

Remember: Basic Attacks always hit, so one only needs to roll for damage. After taking damage from enemies, roll your armour save immediately after to negate damage.

Combat Actions:

You can use your Combat Action to perform attacks, cast spells and use Martial Skills.

Tactical Actions:

Tactical Actions can be anything from running towards an enemy, setting a trap, barricading a door, throwing a potion to an ally, and so on. Essentially, any actions taken during combat that don't involve attacking an enemy use a Tactical Action. You get two Tactical Actions per turn, allowing you to do two things before your turn ends.

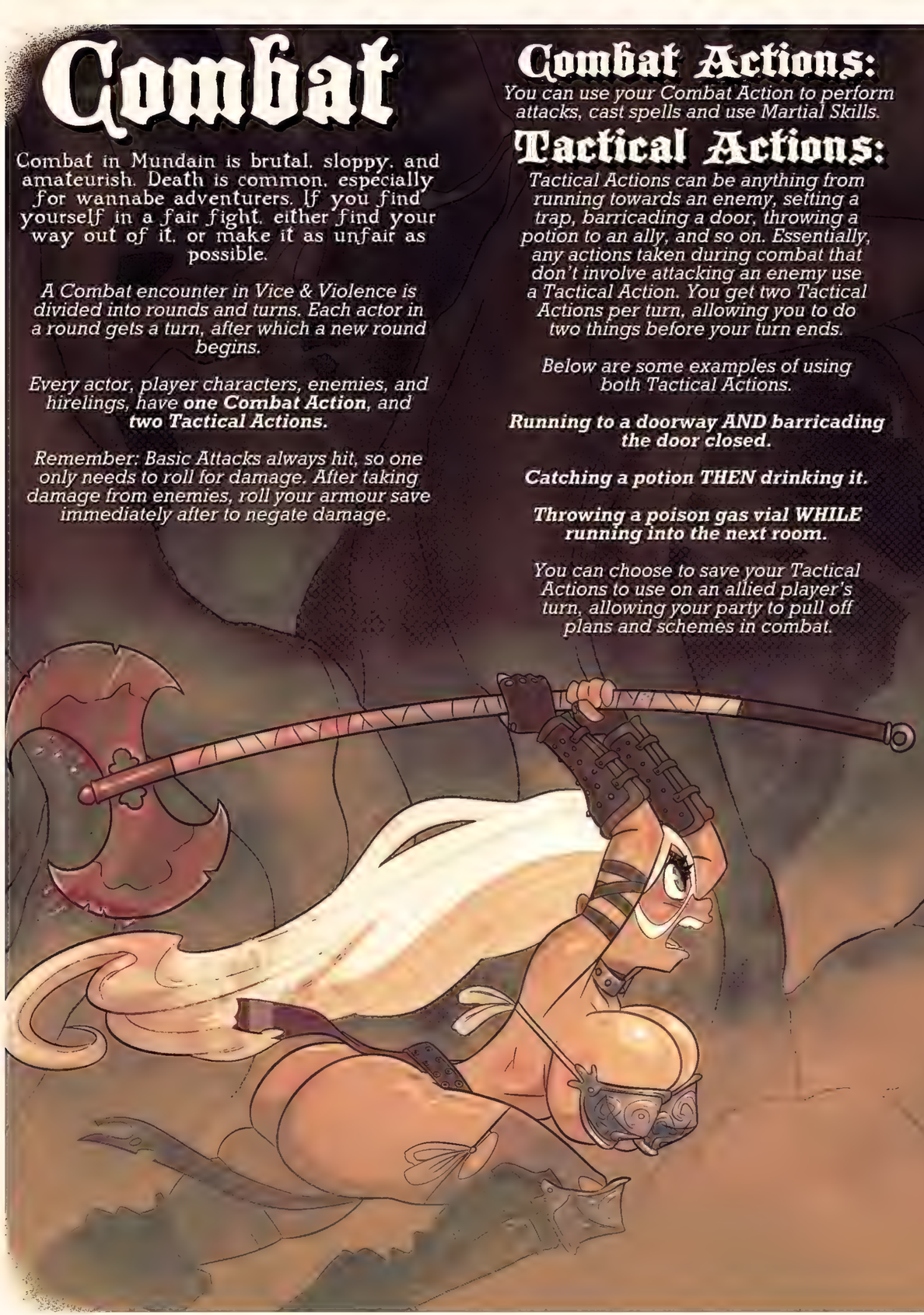
Below are some examples of using both Tactical Actions.

Running to a doorway AND barricading the door closed.

Catching a potion THEN drinking it.

Throwing a poison gas vial WHILE running into the next room.

You can choose to save your Tactical Actions to use on an allied player's turn, allowing your party to pull off plans and schemes in combat.



Enemy Stat Blocks

Much like player characters, enemies have a Combat Action and two Tactical Actions. However, enemy statistics are simplified to allow for a more brisk combat pace.

Below is an explanation of an enemy's stat block, using a Goatfolk, the half-sapient scourge of Mundain's frontier lands.

Goatfolk

DISPOSITION: -7
(Most enemies start hostile, but can be placated through words or being downed. A Disposition check lets players know how willing humanoid enemies are to fight to the death. When rolling a Disposition check, add or subtract the enemies Disposition, in this case, subtract 7.)

NUMBER OF ENEMIES: 1
(Some enemies travel in groups. When the DM rolls to decide the combatants in an encounter, they might need to roll again to multiply weaker enemies, such as Feral Zombies.)

INITIATIVE: PREEMPTIVE
(Initiative determines when an enemy attacks.)

LIFE: 18
(The total number of hit points of an enemy. Much like players, enemies are Downed for three turns before they die, unless executed or healed.)

ARMOUR: 1
(Armour lowers the amount of damage taken from being attacked. If the amount of damage is lower than the enemies Armour value, the attack does zero damage.)

ACTION: RUSTY AXE (d10)
(Actions are the basic attacks dealt by enemies. These always hit, and deal damage equal to the roll next to the Action, in this case d10 damage.)

TACTICAL SPECIAL: FRIGHTFUL BRAY (DC12)
The Goatfolk roars a terrifying, almost human scream, freezing their target in place and making them miss a turn.
(DC 15+Moxie to resist)

(Special attacks require the DM to roll a successful Dice Challenge to perform, in this case rolling a 12 or higher. Some special attacks can be resisted, allowing players to negate the effects. In this case, if the target player can roll a 15 or higher after adding their Moxie, they can avoid losing a turn. Special attacks with DCs either use Combat or Tactical Actions. Those without DCs are passive effects.)

Moving in Combat

During combat encounters, moving around in combat uses the Distance keywords, ***Adjacent, Nearby, Far & Distant****, and requires a Tactical Action. Certain areas, like long corridors or large arenas, might require two Tactical Actions, at the GM's discretion.*

As a theatre-of-the-mind game, space and distance are ambiguous concepts, but in general a Move action can be up to 30 feet, or 15 feet when climbing.

Opportunity Attacks

Opportunity Attacks occur when one creature tries to move ***past or away from*** *a hostile* ***Nearby*** *enemy. Opportunity attacks are a* ***free basic attack*** *targeting the moving creature by the enemy they're trying to move past or away from. This happens on the moving creature's turn, and doesn't cost a Combat Action by the attacker.*

Damage and Armour Save are rolled as normal.

Should a player announce a move action that would incur an Opportunity Attack, the GM should warn the player beforehand.

Opportunity attacks usually occur in confined spaces, like dungeon corridors or small rooms. In larger rooms, there's plenty of space to move around outside the range of an enemy.



Combat Initiative

During combat encounters, players can choose to roll or decide their turn order.

Rather than rolling, enemies have one of four Initiatives on their stat block, as listed below.

Preemptive: *These enemies take their turn* ***before*** *all players.*

Interspersed: *These enemies take their turn* ***between*** *players, starting* ***after*** *the player that went first. Should two players wish to take their turn together, one will have to wait, allowing an Interspersed enemy to go before them.*

Reactive: *These enemies take their turn* ***after*** *all players.*

Rapid: *These enemies take* ***another turn*** *after each player, having multiple turns per round.*

Should players or enemies perform successful a stealth check, they're able to perform an attack of their choice before Initiative starts, known as a Surprise Attack. For example, a surprise attack against a group of reactive enemies would have the players able to attack twice before the enemies take a turn.

Stealth

Calculating Stealth is a unique Dice Challenge, that uses the value of your Armour Save ***against*** *the d20 roll, rather than towards it. For example, if wearing Medium Armour, a stealth check would require rolling a d20, then subtracting a d6 from the roll.*

The value of the stealth Dice Challenge varies on the alertness of the enemies, as well as environmental factors like light level, creaky floorboards, and ambient noise. As a guide, some Stealth DC values are listed below.

Asleep: DC 3

Preoccupied: DC 6

Alert: DC 10





Casting Spells

Raw magic is violent and unpredictable, such that even the most powerful wizards have a tenuous grasp over its cataclysmic power. Casting a spell is a dangerous proposition, and magic users are kept at arms length, lest they rain destruction down on their teammates.

To cast a spell, first roll DC12+Smarts. If you fail this roll, use the number you scored on the Fuck Up Table to see what happens.

The Fuck Up Table

The Fuck Up Table is required when failing to cast a Light or Death magic spell. Blood Magic does not use a Casting roll, and if you fail to cast a Utility spell, the spell simply fizzles.

Visit a Wizards Tower to purchase a Magic Staff and avoid Fuck Ups. Learn More in the Civilisation chapter.

Effects:

1.
You explode, showering enemies and allies alike with shards of bone and wads of viscera. Everyone around you takes d6 damage, and your allies gain a Vice. You're dead.

2.
Light pours out of your eyes and mouth, causing Blindness to your target. You slowly evaporate into a pile of ash and dust. You're dead.

3.
Your arm explodes. You take 4d10 damage, and are unable to use any weapon that deals d8 or higher damage. Consider investing in a prosthetic to use big weapons again, if you're still alive.

4.
Blood pours out of your eyes, mouth, nose and ears, causing you to take 3d6 damage. Cast a random Blood Magic spell at your target, using the damage you've taken as the Life Lost roll.

5.
The spell explodes violently, causing d6 damage to yourself and everyone around you.

6.
You float off the ground, stopping at two feet above the floor. It's as if you're weightless in space, unable to move from this stasis. You lose 1 turn, flailing desperately around in the air.

7.
The force of the spell knocks you down, while the spell whistles harmlessly away. You lose any remaining Tactical Actions getting back up.

8.
You realise this spell's about to go wrong, and cancel it just in time. You lose 1 Exertion use from the intense effort.

9.
The force of the spell rips your clothes and armour off your body in a comical fashion. You lose 1 turn gathering up your clothes, and your target loses 1 turn laughing at you.

10.
The spell fizzles. Your target loses one Tactical Action breathing a sigh of relief.

11.
The spell goes off, but to only half the intended effect.

Remember: *When Levelling Up you have the option of changing one of these effects into a successful cast. It's a safe bet to change the most devastating effects into successful casts, allowing you to use magic relatively safely.*



Improvised Weapons

Combat in Mundain isn't a graceful dance of death with expertly trained swordsmen, it's a desperate, vicious brawl of drunken, terrified idiots. To this end, the people of Mundain learn young that anything can be a weapon if sharp or heavy enough.

Use the weapons page in the character creation section to approximate the statistics of an improvised weapon.

Improvised weapons break after one use, though the manner in which they break can create interesting situations, such as floors covered in broken glass, creating difficult terrain.

Examples of Improvised Weapon Statistics

Wooden Chair
Wood Maul (d8+1)

Chair Leg
Wood Staff (d4+1)

Broken Glass Bottle
Glass Dagger (d4+3)

Drinking Horn
Wood Dagger (d4+1)

Bronze Flagon
Bronze Staff (d4+2)

Iron Shackles
Iron Staff (d4+2)

Ship's Anchor
Iron Maul (d8+2)

Wooden Plank with a Nail in it
Steel Spear (d6+3)

Cutlery
Bronze Dagger (d4+2)

Chandelier
Iron Greatsword (d10+2)

Femur or Skull
Stone Staff (d4+1)

Thrown Rock
Stone Dagger (d4+1)

Loose Stone
Wood Staff (d4+1)

Household Ornament
Bronze Hammer (d6+2)

Impressive Sex Toy
Wood Greatsword (d10+1)

Remember, players can propose the statistics of an improvised weapon, but it falls to the GM to decide fairly.

When calculating the damage of an improvised weapon falling from a height, such as a chandelier or wooden support beams, for every 10 feet the improvised weapon falls, double the damage of the initial roll.

For example, a chandelier falling 30 feet would do d10+2, x2, x2, x2. So if the damage roll was 6, the total damage would be 48+16.





"According to its clientele, the current world's best restaurant is an infamous hole in the wall known as "Susie's", in the Twin Cities Waterworks District.

Susie's signature dish "You Get What You Get" has been described as "unique", "a brave and experimental palette experience", and "alright, alright, I'll eat it, just please stop hitting me."

Susie is known worldwide for her theatrical and expressive approach to customer service, treating even the most minor complaint with immediate and extreme attention."

BRAWLING

Brawling is the inevitable result of a spirited yet inconclusive debate, where words are replaced with amicable violence to decide important philosophical questions, such as who's beer that was. Everyone in Mundain is willing to throw hands, so long as glass bottles, bar stools and frying pans don't become swords, crossbows and spells.

---

*Brawling is a form of non-lethal combat, when armour and weapons are temporarily discarded in favour of fists, feet and furniture. The goal of a Brawl - like regular combat - is to reduce an opponent's Life to zero, but instead of being Downed, dying after 3 turns without help, they are **Knocked Out**, able to wake up and return to full Life after 15 minutes, albeit with a 24 hour penalty known as a **Konk**.*

*After a Brawl, players return to **full Life** after a **15 minute rest**, allowing anyone Knocked Out to regain consciousness.*

The Rules:

*- Armour, Weapons and Spells **must not** be used in a Brawl. Should any member of either party grab a non- improvised weapon, such as a sword or mace, the Brawl becomes **real combat**, and anyone hit with a weapon or spell is **Downed**, not Knocked Out.*

*-Only Kin, **humanoid enemies**, can engage in a Brawl. Monsters are unlikely to want to fight fair.*

*- Either party of Brawlers can only be **outnumbered** up to 2 to 1, rounding up. An adventuring party of five can Brawl with 3 to 10 people. Any extra opponents will wait until the current Brawl's over to fight, but starting a Brawl against a severely outnumbered opponent could cause others to jump in against the party.*

*- **Improvised weapons**, such as glass bottles, bar stools, and other furniture is allowed and encouraged in a Brawl.*

*- **Class skills** and **Martial skills** aren't allowed in a Brawl. Instead, **Brawling skills are used,** described to the right. Brawling skills **can** be used in real combat.*

Konks Table: (d6)

Should a player be Knocked Out, they should roll on the table below to discover their Konk. Konks last 24 hours, and can stack, should they be Knocked Out more than once in a 24 hour period.

1.
Black Eye (-1 Hotness)

2.
Bump on the Noggin (-1 Smarts)

3.
Tenderised Head (-1 Moxie)

4.
Gammy Elbow (-1 Brawn)

5.
Dodgy Knee (-1 Exertion)

6.
Humiliated (+1 Vice)

BRAWLING SKILLS:

Brawling Skills revolve around using nearby furniture and items in unusual ways for great effect. All Kin, adventurers and humanoid enemies, have these skills, as it's an innate part of solving arguments that Mundainian folk learn from a young age.

Brawling skills are designed to encourage fun and creative combat, beyond simple swords and spells, and GMs should encourage players to propose unique ways of using furniture in brawling and combat.

Brawling Skills can be used in real combat, and are divided below by the environments in which the furniture required to perform the skill is most likely to be found.

General Environment:

Anywhere you have access to fists and fury.

***Punch/Kick:-** Deals (1+Brawn) damage, with a minimum of 1 damage.*

***Bite:-** Deals (d6) damage.*

***Targeted Attack:-** Roll a (DC10-15) to punch, bite, or generally harass a specific body part. It's up to the **GM** to determine what the effect of a Targeted Attack does, but below are a few ideas.*

Poke Eyeball:- Causes Blindness
Punch Boob:- Extra damage, causes Berserk
Bite Cock:- Lots of Extra damage, causes Terrified
Kick Balls:- Extra damage, causes Stunned

***Throw Improvised Weapon:-** Throws whatever object you're holding, dealing damage from range and breaking the object.*

***Sneaky Kinesis:-** Spends a Spell Use to surreptitiously throw a small improvised weapon at a target from somewhere in the room, without anyone noticing. The improvised weapon can't be in someone's hand, or they'll consider it cheating, and might draw a real weapon.*

***Grapple:-** An attempt to grab and hold an opponent. Requires the opponent to roll a DC against the grappler's Brawn to escape, (DC6+Brawn). Failing the DC leaves the opponent Restrained until their next turn, when they must attempt again.*

***From the Top Rope:-** Climbing up high and jumping down onto an opponent is an effective way to deal extra damage, set up an ambush, and leave the opponent prone. **GMs** should use their discretion as to the size of the jumper and how much extra damage the jump deals. A Dweller probably does less damage than a Centaur, for example.*

Indoor Environment:

Bars, brothels, bathhouses, homes, hovels & hideaways. Anywhere people congregate, people argue.

***Upend Table:-** Hiding behind a table gives cover against ranged attacks, requiring a (DC10) to hit the hider. Melee attacks are unaffected.*

***Smash Glass:-** Smashed glass causes Difficult Terrain, dealing (d6) damage to anyone that falls prone.*

***Throw Ashtray:-** The glass ashtray deals (d4+3) damage, creates smashed glass difficult terrain, and the ash causes Blindness for the target.*

***Throw through Window:-** Throw a Restrained opponent out of a window, causing (d8+3) damage and falling damage, depending on how high up they are.*

***Roll Barrel:-** Roll a barrel in a straight line, dealing (d4+1) damage to anyone in the way and knocking them prone.*

***Splash Booze:-** Splashes a target in potent, flammable alcohol, making them susceptible to Burning from the smallest sources of flame, such as candles.*

Dungeon Environment:

It's rare, but not unheard of, to have a gentlemanly dust up in the bowels of the earth.

***Coffin Lid:-** Uses a rotting coffin lid to negate (d6) damage from the next incoming attack, then shattering afterwards.*

***Rock Toss:-** Rocks are always available in crumbling ruins, but they come in many sizes. Larger rocks deal more damage, but require more Brawn to throw.*

Fist sized:- (d4+1)
Two Hander:- (d8+1) Requires +1 Brawn
Boulder:- (d10+1) Requires +2 Brawn

***Skeletal Weapons:-** Pulling apart a corpse to use as improvised weapons is gruesome, yet effective. Different bones can act as different weapons.*

Outdoor Environment:

Forests, deserts, swamps, mountains, and all the roads between.

***Swamp Water Splash:-** Leaves the target Filthy and Blinded, but deals no damage.*

***Sand/Dust Kick:-** - Leaves the target Blinded, but deals no damage.*

***Mud Toss:-** Leaves the target Filthy. Hide a rock in the mud to deal (d4+1) damage.*

***Snow in the Underwear:- -** Causes the target to spend their turn trying desperately to get the cold out. Might also cause Berserk.*

Declaring a Brawl:

***GMs** should use roleplaying cues to indicate when NPCs wish to Brawl, rather than fight to the death. It's important to remember that **most normal people really don't want to die**, and even in real swords & spells combat, many would rather concede and surrender than lose their life.*

- An opponent putting their fists up, or smashing a glass bottle, rather than reaching for a sword, is a sure sign they wish to Brawl.

- Despite the general lawlessness of Mundain, murder in the streets surrounded by witnesses is bound to raise questions. Unless, of course, the victim is a well known bastard.

- Occasionally elevating to real combat, by having an opponent grab an actual weapon, is a fun way to raise the stakes, both mechanically and narratively.

- A stint in the dungeon is a way to punish adventurers that consistently turn Brawls to a fight to the death.

Lighting the Darkness

There are two types of light sources, Torches and Lanterns. These behave very differently, so it's important to decide carefully before entering a dungeon.

***Torches** are branches with an end wrapped in cloth and flammable liquid. They require a source of flame to ignite them, and burn for **two hours**. They require being held in one hand, and can be used as an Improvised Weapon without breaking.*

(d4+1, causes Burning)

Torches require 1 day's water to be snuffed out, and cannot be used again if they're prematurely snuffed out.

***Lanterns** are a protective enclosure for a wick and oil light source. They also require a source of flame to ignite them, and burn for six hours. They can be affixed to an adventurer's belt, freeing their hands, but using them as an Improvised Weapon causes them to break.*

(d4+3, causes Burning, breaks)

Lanterns can be dimmed, snuffed out and reignited at will. Lanterns cost 50j, and 6 Hours of Lantern Oil costs 5j.

Lanterns are recommended for stealthier and wealthier adventuring parties, while Torches are more suited to novice adventurers, and those fighting enemies susceptible to Burning, such as feral Zombie.

Remember: Only one light source is required to light the immediate area, not every adventurer in a party needs to carry one.





LEVELLING UP

When you level up is dictated by your GM. In general terms, you should level up every few combat encounters, or after an important narrative event.

Players start at ***Level Zero****, and can level up to* ***Level Ten****. When they level up, depending on which Level they've attained, they can choose a number of options below.*

Every Odd Level: (1,3,5,7,9)

Add 1d6 (or +3) Life

or

Add d4 (or +2) Spell Uses

or

Add +1 Exertion Uses

or

Lower your Refractory Period by 15 Minutes

Every Even Level: (2,4,6,8,10)

Add 1d6 (or +3) Life

or

Add +1 to Smarts, Brawn, Moxie or Hotness (up to a maximum of +7)

or

Roll for another spell on the spell list your Birthsign gave you

or

Remove one effect from the Magic Fuck Up list, replacing that number with a successful cast

Carrying Rations & Drink

*Every adventurer can carry a **maximum** of **ten rations** and **ten days of drink**. This is increased by ten for every point of Brawn an adventurer has.*

For example, an adventurer with +1 Brawn can carry 20 rations and 20 drinks, while someone with +3 Brawn can carry 40 rations and 40 drinks.

Remember, food and drink also cures certain status effects, so it's better to have too much than not enough. It costs a Tactical Action to throw someone some food or drink while in a combat encounter.

A day's rations costs 3j, and a day's fresh water costs 5j.



"Umm, miss? My slug dumplings and scab cakes are a little burnt. Also my sausage just crawled away."

-Usual complaints about a full Elvish breakfast



Status Effects

PRONE:
You've fallen over, like an idiot.

Prone characters can't cast spells or use martial skills until they get up.
Cure: *Use a Tactical Action to stand up.*

POISONED:
There's something inside you that your body really doesn't agree with.

Take 1 damage when using Combat or Tactical Actions until you're cured.
Cure: *Drink an antidote or get Drunk, using 1 Tactical Action.*

DRUNK:
You've had one too many. Happens to the best of us.

All DCs are +3, such as casting spells, using martial skills, lockpicking etc. Time Taken and Time Resting during sex multiplies by 2, but Quality is never more than Fine. Poison is cured.
Cure: *Wait 2d4 hours to sober up or eat rations equivalent to your Moxie, minimum 1 ration.*

FILTHY:
Mud, blood, grime, semen, slime. Whatever it is, you're covered in it.

All Disposition checks are -5. If Poisoned while Filthy, take an extra 1 damage after every Combat or Tactical Action. Stealth checks are +10, due to the the sticky squelching.
Cure: *Use 1 day's water to clean yourself, or find a river or Bathhouse to clean off.*

BURNING:
You're on fire. This is considered a pressing issue.

Take d6 damage on your turn, 2d6 on your next turn, 3d6 on your third turn, and so on, until you put the fire out.
Cure: *Use 1 day's water for every d6 of Burning damage you're taking this turn. For example, dousing 3d6 burning damage requires 3 days water.*

STUNNED:
You've taken a bonk to the noggin.

Miss your next turn.

TERRIFIED:
You're practically paralysed with fear.

You lose one Tactical Action and all of your spells, skills and attacks have half their intended effect.
Cure: *Get Drunk, or have an ally give you an encouraging hug or pat for 1 Tactical Action.*

HORNY:
You are inconceivably aroused. Songs will be sung about your eventual release.

Temporarily lose 1 Moxie or 1 Smarts every 12 hours, whichever's higher, up to a maximum of -3, until you're cured.
Cure: *Have sex, or take 30 minutes to cure yourself.*

BLINDED:
All you see is light, or darkness.

Roll a successful DC10 before your Combat or Tactical Actions to perform them correctly. Otherwise, you fall Prone.
Cure: *Wait d4 turns until it wears off.*

CHARMED:
You're being magically compelled to obey your new master.

The GM takes control of your character, until you resist the spell. Roll to resist first on your turn, before the GM uses your Actions.
Cure: *Resist the spell with a DC+Moxie. The DC is usually between 10 - 16.*

RESTRAINED:
Ropes, chains, tentacles, or something's mouth, you need to wriggle to freedom.

You're unable to perform any action other than trying to escape.
Cure: *Either release yourself with a DC+Moxie, usually between 7-15, or have an ally cut you free with a Combat Action.*

BERSERK:
You've lost your marbles. You're going nuts.

You can only use Basic Attacks, but all your basic attacks deal double damage.
Cure: *Resist your bloodlust with a DC+Moxie, usually between 7-12 or get Drunk, Stunned, or Terrified.*

DEHYDRATED:
You're exceedingly thirsty. Kin don't live long without water.
After 24 hours without water, you take 2d6 damage. After 48 hours, you take 4d6 damage. After 72 hours, you take 6d6 damage, and so on.
Cure: *Drink 1 day's water for every d6 dehydration damage you're taking today. For example, rehydrating after 48 hours requires 4 days water.*

STARVING:
Going without food makes a strong Kin weak quickly.
After 24 hours without food, you temporarily lose 1 Moxie. After 48 hours, you another 1 Moxie, and so on, up to a maximum of -6 Moxie.
Cure: *Eat food or rations equal to the amount of Moxie temporarily lost.*

EXHAUSTED:
If you try to avoid sleep, it'll find you.
After 24 hours without sleep, you temporarily lose 1 Smarts & Brawn. After 48 hours, you lose another 1 Smarts & Brawn, after 72 hours, you pass out for 24 hours, regardless of where you are and what you're doing.
Cure: *Sleep for 12 hours.*



Difficult Terrain

Flat, even ground is a rarity outside the trade routes and city limits of Mundain. Shifting sands, sucking swamps, jagged rocks, lakes of mud, suspiciously phallic fungal colonies and pools of turgid water are all miserably trudged through throughout an adventurer's journey.

In combat encounters, difficult terrain requires two Tactical Actions to safely move over, OR a single Tactical Action with a Dice Challenge of 10, as if you were rushing through. Failing the Dice Challenge leaves you prone, and depending on the type of terrain, with other additional status effects. Check below to see some common types of difficult terrain.

SHARP ROCKS:

Found near mountainous terrain, deep mines or deliberately scattered through dungeons.

Failing a DC10 leaves you prone, and you take d6 damage.

DEEP MUD:

Found throughout Drochainm and the borders of The Bone Forest.

Failing a DC10 leaves you prone and with the Filthy status Effect.

SHIFTING SANDS:

Found throughout Asm Sakhif, particularly the Red Desert.

Failing a DC10 leaves you prone and sliding away from the combat encounter, from Adjacent to Distant.

BUG SWARMS:

Harmless, yet incredibly gross. A black, shiny, crunchy, carpet.

Failing a DC10 leaves you prone and with the Terrified status effect.

FART PLANTS:

Gassy little pods that, when trodden on, make a noise that gets very old, very quick.

Failing a DC10 leaves you prone and with the Berserk status effect.

PHALLUNGUS FIELDS:

Writhing fields of silky smooth, strangely phallic mushrooms.

Failing a DC10 leaves you prone, and with the Horny status effect. If no hostile creatures are around, you can choose to roll on the Sex table.

WAIST-DEEP WATER:

Found throughout the swamps and bayous of Drochainm. Don't drink it.

Failing a DC10 leaves you prone and with the Filthy & Poisoned status Effects.

ICE PLAINS:

Found throughout The Pearl Necklace, in areas of rare horizontality.

Failing a DC10 leaves you prone and sliding away from the combat encounter, from Adjacent to Distant. You also take d6 damage from a hard landing.

HOT SPRINGS:

Scalidingly hot pools of water, found at the base of Pearl Necklace mountains, usually with a giant in.

Failing a DC10 leaves you prone and with the Blinded status effect.

TENTACLE FIELDS:

Found in mimic breeding grounds and in low-depth lakes. Harmless, except for what they're attached to.

Failing a DC10 leaves you prone, and with the Horny & Restrained status effects. If no hostile creatures are around, you can choose to roll on the Sex table.

Resting

Catch your breath, take a seat, let the wounds crust over a little. Even the most battle-hardened badasses need a moment after a hard fight. Just remember, out there in the wilds and down there in the dark, there are things still skulking around, looking for you.

Resting comes in two forms, Short Rests and Long Rests. Short Rests are performed while an adventurer is awake, and are measured in half-hour increments, while Long Rests are the act of sleeping. In dangerous locations such as dungeons and out in the wilderness, try to rest in defensible areas, such as rooms with only one entrance, or small caves.

***GMs:** Resting can make time pass in-game quite quickly, and in dangerous locations, monsters and bad guys can be wandering around while the party catches their breath. Refer to the **Wanderers** page in the **Your First Dungeon** chapter for more information. Remember to encourage and reward creative thinking on the part of the party, such as barricading an entrance with furniture to avoid being ambushed while resting.*

SHORT RESTS

The act of the party catching their breath, taking a moment to relax and recuperate. You're still awake and alert, you just need to sit down for a bit.

For every half-hour spent in a short rest, roll dice equal to your level to regain d6 Life and d4 Spell Uses, with a minimum of 1 die.

***For example**, if you're Level 0, roll (1d6) and (1d4), but if you're level 3, roll (3d6) and (3d4).*

Short Rests do not account for the need for sleep, since you're still awake, but it's an opportunity to cure status effects like Filthy, Horny or Drunk.

LONG RESTS

The unfortunate need to sleep. Even in the bowels of the world, adventurers need some shut eye.

*Every 24 hours, the party must spend at least 6 hours in a Long Rest, or they become **Exhausted**, temporarily losing 1 Smarts and 1 Brawn. Refer to the **Status Effects** page for more details.*

After a Long Rest, players regain their full Life, Spell Uses and Exertion.

In particularly dangerous locations, it can be a good idea for half the party to have a Long Rest while the other half has Short Rests, as a means of staying on guard and preventing ambushes. Just remember that those on guard will need a Long Rest too, at some point.





Upon Death...

Ninki is the Fourth Avatar, and the incredibly overworked Goddess of the Dead. If there's a hole in her schedule, she might show up to ferry your ghost to one of her handmade afterlifes.

Upon Death, roll a d20 to determine your fate.

1-10) Ninki arrives as your spirit escapes its former husk. After a brief, but reassuring conversation about what happens next, she escorts your soul to your choice of afterlife. It's time to roll a new character.

11-15) She must be busy. You're a ghost, bound to your place of death until Ninki shows up. You can help your still alive friends by adding a d4 to their rolls. Roll a new character once they've left the local area or dungeon.

16-20) Something about you just isn't ready to die yet, and you rise again with full LIFE as a zombie! See the next page for details!



SO YOU'VE TURNED INTO A ZOMBIE

(A helpful guide by I.B.Shamblin)

Ever since The Great Hootenanny, zombification has escalated rapidly, with entire mausoleum cities residing under the streets of the living. As a zombie, you're still perfectly cognisant, but you have certain limitations that the living take for granted.

You have a -6 Disposition Check for all social interactions with living Kin. People really don't like seeing zombies above ground.

You must pass a Disposition check to interact with any above ground services, such as learning Martial Skills at the arena or Spells at the Wizards Tower. You must reach Indifferent or Higher to interact.

But on the plus side:

You gain +6 Disposition when interacting with Zombies, though Ferals are still hostile to you.

You gain +2 Moxie the first time you become a zombie.

You can eat the flesh of a recently deceased humanoid creature, for the equivalent of a healing potion.

DEAD AGAIN?

Return to the previous page and roll again.

Remember, if you don't want to be a zombie anymore, just run headfirst into a wall.

Exertion

is the act of pushing your body to it's limit to achieve what you normally couldn't. Every character starts with three uses of Exertion, which can be replenished through good sleep, good sex, or a hot bath.

Using more Exertion than you have available gives you a Vice, leaves you Dehydrated, and causes you to take 2d6 damage.

Ask your GM if you can use Exertion for a purpose other than the ones listed below.

- *Succeed a failed Dice Challenge, including martial & class skills, and spells.*
- *Succeed a failed stealth check*
- *Dodge an enemy attack*
- *Reroll a Healing or Mana Potion*
- *Add d6 to a Disposition check*
- *Subtract 3 from a Drinking Game DC*
- *Add d6 to a Sex check*
- *Remove a Status Effect*
- *Score a point during an Arm Wrestling Game*

Mounted Combat

Mounted Combat is the act of riding an animal or another person into battle. Depending on a player's race, there are several rules for riding on other players:

- *A player can carry another player, so long as they have a difference in Brawn stat of 3. (For example, a +4 Brawn player can carry a +1 Brawn player, while they are carrying a -2 Brawn player)*
- *Short races (Dwarfs, Satyrs, Dwellers, Goblins & Koboldian Dragonkin) can only carry other short races using the above rule, but can be carried by any other race, regardless of their Brawn stat.*
- *Centaurs can carry an entire party, so long as they're on each other's shoulders, but Centaurs cannot be carried by other players.*

There are several advantages to Mounted Combat, as well as some disadvantages.

Advantages:

- *Only the mount needs to use Tactical Actions to move, allowing any riders to save their Tactical Actions.*
- *Enemies attempting to disengage take Opportunity Attacks from both the mount and any riders.*
- *When riding a player, the mount and any riders can decide who takes damage from incoming attacks,* ***before*** *the damage is rolled.*
- *When riding a Mountable Creature, the riders can decide whether they or the Mountable Creature receives the damage,* ***before*** *the damage is rolled.*
- *The mount and all riders can attack in the same turn, regardless of any enemies with Interspersed Initiative.*

Disadvantages:

- *Incoming Spells, such as fireballs and Dragon's Breath attacks, affect both the mount and all riders.*
- *Should the mount fail a difficult terrain Dice Challenge, all riders take an additional 2d6 damage as well as any Difficult Terrain effects.*
- *Should the GM succeed in a Targeted Attack Dice Challenge, they decide whether the mount or a given rider receives damage.*
- *If the mount is downed, all riders receive 2d6 damage and are made Prone.*





Disposition Checks are used to determine an NPC's temperament towards the players. These checks are influenced by certain circumstances, and a high disposition can lead to combat avoidance, store discounts, greater bounty rewards, sex, and many other opportunities.

Disposition

Roll a d20 + Hotness to reveal the target's temperament towards your party. It's generally a good idea to have the member with the highest Hotness to act as the ambassador of your party.

(1-5)
Hostile!

(6-10)
Angry

(11-15)
Indifferent

(16-20)
Friendly

Circumstance

Adjust the Disposition roll based on the circumstances of the situation. The following circumstances are just a few examples of the many different ways a target's disposition can be altered.

Trespassing
-6

Suspicious
-5

Bandits
-4

Drunk
-3

Wild Beasts
-2

Stranger
+0

Merchant
+2

Colleague
+3

Fed Beast
+4

Home Town
+5

Appreciative
+10



"After Mundain's blood-soaked history, its people determined that loyalty should be incredibly expensive to purchase. Few can afford those that will willingly refuse a beej in an alley."

Sex & Seduction

In the world of Mundain, sex is a great way to distract guards, get discounts at stores and taverns, blackmail officials, escape from prison, prove your devotion to a cult, and occasionally express love between two people.

Sex is also healing and invigorating, depending on the quality and time spent, so adventurers often engage in blood-soaked trysts to rejuvenate themselves after battle.

Roll a d4 to see how many people you're willing to have sex with in one session, and keep that number for the life of your character. Use the Roll Table below for groups of people, rather than rolling for each individual.

To have sex with an NPC, first roll a Disposition check from the previous page. The target must be Indifferent or Friendly before any further rolls. If the Disposition check succeeds, then follow these steps.

Remember: Sex can only revive you up to your current maximum Life, Exertion, and Spell Uses.

1) EAGER?

Whether or not the target wants to have sex at the moment.

Roll a d10+Hotness

1-5) Nah
6-10) Yeah!

Stop here if you fail this roll.

2) TIME TAKEN

How long the sex lasts. This is important in dangerous environments, as wandering bad guys could interrupt, or light sources could flicker out. It also gives other party members the opportunity to investigate the area, set up traps, and so on.

Roll a d20

1-4) 10 minutes (Heal d2)
5-8) 20 minutes (Heal d4)
9-12) 30 minutes (Heal d6)
13-16) 1 Hour (Heal 2d6)
17-20) 2 Hours (Heal 4d6)

3) QUALITY

How enjoyable the tryst was for everyone involved. At the GM's discretion, bad sex can negatively affect Disposition.

Roll a d20+Hotness

1-4) Miserable
5-8) Mediocre
9-12) Fine (Gain d2 Spell Uses)
13-16) Great! (Gain d4 Spell Uses)
17-20) Incredible!! (Gain 2d4 Spell Uses)

4) TIME RESTING

How long the participants spend basking in their post coital glow. If using sex as a distraction, such as getting a few guards out of the way, you can ***choose*** *to rest 10-20 minutes, while the other participants rest for the full duration of the roll.*

Roll a d20

1-4) 10 minutes (Lose 1 Exertion Use)
5-8) 20 minutes
9-12) 30 minutes (Gain 1 Exertion Use)
13-16) 1 Hour (Gain 2 Exertion Uses)
17-20) 2 Hours (Gain 3 Exertion Uses)

Remember:- *Your Refractory Period time limit kicks in* ***after*** *the end of the Time Resting roll.*

Depending on the mood of your table, Sex can be roleplayed as vaguely or graphically as you'd like. Oftentimes, "wandering off down a side passage giggling", gets the idea across.

Mechanical Traps

A simple, devious method for telling people to fuck off, and hurting anyone that doesn't take the hint. Traps are easy to spot, the hard part is getting past them.

*Mechanical traps are simple obstacles designed to deter entry to trespassers with the threat of pain and death. Mechanical traps **do not** require a check to see, as hidden traps usually have a dead body next to them. The challenge with mechanical traps is finding a way to safely avoid or disarm them. Adventurers can create mechanical traps with the right equipment.*

Mechanical traps are an opportunity for GMs to encourage creative thinking in their players. Below is a list of examples for mechanical traps that adventurers can create using tools purchased from the General Store.

Pitfall Trap:

A hole in the floor, usually filled with sharp objects and covered by leaves, a rug, or some sort of trapdoor.
Requires a shovel and punji sticks, and an hour to dig the hole. Deals d4+1 for each punji stick in the hole, up to 10 punji sticks.

Floor of Pain:

A scattering of ball bearings or caltops among broken glass. Difficult to walk over without falling on your arse.
Requires a bag of ball bearings or caltrops, and a bag of broken glass. Creates an area of Difficult Terrain, (DC10), and deals d6+3 damage to anyone who falls prone in the area.

Door Tripwire Trap:

Someone opens the door, springs the tripwire, which pulls the rope tied to a weapon suspended from a ceiling beam, swinging the weapon into whoever opened the door.
Requires a tripwire, rope and a spare weapon, and a 15 minutes to set up. Deals damaged based on the weapon and how far the weapon swings. (5 feet would be 2x damage, for instance.)

The Horny Centaur:

The centaur sex toy, when left on the floor, creates an L-shape in the shaft and nuts. If one treads on the nuts, one is likely to have the head of the shaft hit them square in the jaw, akin to being punched in the face.
Requires a centaur sex toy. When trodden on, deals d4+1 damage and leave the victim prone, and incredibly embarrassed.



***Remember:** There are many items in the General Store that could be used as traps, and both players and GMs are encouraged to experiment with creative trap making. It's an excellent way to get the upper hand in a fight before the fight even starts.*

Living Traps

Malformed celestial effluent from the creation of the world, Living Traps are a vast array of strange, squirming creatures that ensnare passers-by in various ways, either to reproduce or feed. While they're usually harmless, they are incredibly inconvenient for adventurers on a tight schedule, and those caught often lose food, gear and very occasionally, their lives.

*Living Traps require a successful Stealth Check (DC8) from all party members to pass by without being ensnared. If a member of your party is caught by a Living Trap, the rest of the party has **four attempts** to rescue them by dragging them to safety. **Each attempt costs 15 minutes,** and requires a **Group Brawn Check** (DC21, combining the party's rolls). Should all four attempts fail, the ensnared adventurer must then roll a **d6** on the Swallowed table below.*

SWALLOWED

1) Your party has four more attempts to rescue you. After every attempt, roll again on this table. If you roll a 1 again, you are permanently swallowed and die.

2)The Living Trap releases you, but you take 2d10 damage from the event. If you have 0 Life because of this, you are downed outside the Living Trap, and can be revived safely.

3) The Living Trap releases you, but you lose any Armour Upgrades. Your armour type stays the same. (skimpy / light / medium etc)

4) The Living Trap releases you, but you lose d20 rations and drink.

5) The Living Trap releases you, but implants your various orifices with d20 eggs. You're unable to wear Full or Fitted armour for 24 hours, but can sell these eggs for d20 jade each at a Wizard's Tower.

6) The Living Trap releases you, unharmed.

*(Anyone ensnared by a Living Trap immediately gains the **Filthy** status effect. Living Traps only ensnare creatures **once every 24 hours**, so if someone is ensnared, the Living Trap becomes inert and can be safely walked past without a Stealth Check. Living Traps are **practically impossible to kill**.)*



Vices

Adventuring is a hard life. Fighting terrible monsters, seeing colleagues die, exploring places kin were not meant to set foot, acts of incredible betrayal, it all takes a toll. Many adventurers develop strange quirks or habits from repeated traumatic events, though there are ways to unlearn them.

Vices are small but noticeable debuffs that occur when an adventurer experiences something particularly frightening, dramatic or embarrassing, such as having a party member die, failing a day in the arena, or falling asleep during a lecture.

When you gain a Vice, roll d50 on the Vice table.

Vices can be cured, most reliably at city temples and bathhouses.



Roll d50 on the table below when you gain a Vice.

1-2) Chain Smoker
(Permanent -5 LIFE)

3-4) Giggles when Nervous
(-3 to Stealth checks)

5-6) Painfully Embarrassed
(-1 BRAWN)

7-8) Wuss
(-1 MOXIE)

9-10) Chronic Horniness
(Gain Horny every 12 Hours)

11-12) Wine Enthusiast
(Cannot drink water.)

13-14) Constant Daydreaming
(Starts last in INITIATIVE)

15-16) Forgetful
(-1 SMARTS)

17-18) Miserable Bastard
(-5 to all Disposition Checks)

19-20) Bad Hygiene
(Needs 2 days Water to cure Filthy)

21-22) Bloodletter
(Loses 2 LIFE before every combat)

23-24) Hothead
(Gain Berserk after failing any DC)

25-26) Greaseball
(-1 HOTNESS)

27-28) Twitchy Eye
(Unable to use BOWS or CROSSBOWS)

29-30) Lazy
(-2 BRAWN)

31-32) Monogamous
(Won't have SEX with NPCs)

33-34) Dopey
(-2 SMARTS)

35-36) Slutty
(-3 When saving against Charmed)

37-38) Big Softy
(-2 MOXIE)

39-40) Scaredy Cat
(Gains Terrified at 50% Life)

41-42) Creepy Smile
(-2 HOTNESS)

43-44) Shaky Hands
(-3 when Lockpicking)

45-46) Greedy Sod
(Needs twice as many rations per day)

47-48) Milk Drinker
(Only drinks MILK)

49-50) Nightly Jerker
(-1 Exertion Uses)





"The Corenslad Brothers have fundamentally different ideas about what makes for an attractive and competent retainer. Both are correct."

RETAINERS

Retainers are able to perform various services on behalf of the party, freeing up their Downtime and Dungeon Crawling time. Retainers are a great way to avoid focusing on the minutia of adventuring, and a sound investment. Below are various Retainers the party can employ, usually found in Taverns, Halfway Houses and Brothels throughout the world.

The GM and players should come to a consensus as to who roleplays any retainers. Keep in mind that retainers are rarely willing to die for a handful of coins. Retainers are paid for the full day if they work at all that day.

TORCHBEARER:

A remarkably lazy failed wizard that somehow learned the Illuminate spell. They'll follow the party around any dark areas or dungeons with a well-lit staff, allowing the party to forget the need for sources of light. They wont fight, and will run if they're threatened or everyone's dead, so keep that in mind.

***Wage:-** 40j per day on duty.*

THIEF:

A sneaky little shit, equipped with lockpicks, a grapple hook, and a glass cutter. Useful for opening chests, doors, cages, and general breaking and entering. Won't fight, might help the party escape.

***Wage:-** 10% of the value of all earnings while on duty.*

FORAGER:

A bearded wildsman, their clothing sprouting moss and mushrooms, filthy enough to pass for a tree stump when stationary. But he knows the wilderness, and if you know what you want, he'll find it for you. Allows the party to choose on the Foraging table, rather than roll.

***Wage:-** 25j per foraged item.*

ALMOST DAIRYGIRL:

Occasionally the spell fails, and the young man or woman is left partially transformed, unable to match the output of their fully morphed counterparts. Still, enormously buxom, just a less reliable source of empowering milk. Provides (d6) portions of (+1 Brawn for 24 hours) milk every day.

***Wage:-** 20j per milk*

STRUMPET:

An unlicensed sex worker, willing to sell their time and various orifices. Refused or expelled from the Harlot's Guild, these men and women make themselves useful among the adventuring caste by using sex as a dangerous distraction. They might fight if it all goes wrong.

***Wage:-** Will have Sex with up to four humanoid kin, or the party for (100j), or deliberately become swallowed by a Living Trap or Treasure Mimic for (50j), surviving unharmed. Will also add +10 to an Orgy for (100j).*

***Weapon:-** Iron Sword (d6+2)* ***Life:-** 12* ***Armour:-** 0*

MERCENARY:

A mountain of ugly muscle, encased in mail and dented plate. Just like their poorly written plaque says, they'll kill stuff for money,

***Wage:-** 250j per day when on duty.*

***Weapon:-** Steel Maul (d8+3)* ***Life:-** 20* ***Armour:-** 3*

TAMING MOUNTS

Eventually, a hero will need a noble steed. Unfortunately, most noble steeds are sticking out of the backs of centaurs, so the adventurers of Mundain have to rely on riding the strange bugs and slugs that roam the plains and deserts.

For those that can't afford to buy them, there's always the option of taming one, but there's no guarantees when befriending wild animals.

Taming a mount requires a session of Hunkering Down while Camping, out in the Wilds. There are several mounts to choose from, which you'll see on the next pages. Remember to choose what type of creature you'd like to tame before carrying on.

The goal when taming a mount is to raise the creatures Disposition to +20.

After an initial Disposition check, there are two ways to increase the creature's Disposition further:

- By feeding the creature up to 5 rations, each ration adding +(d4) to the creature's Disposition. Roll for each ration fed to the creature.

- By attempting to break the creature by forcefully riding it, adding your Moxie stat to its Disposition.

Should the creature's Disposition not be +20 after 5 rations and breaking, the creature will run away, and the session of Hunkering Down will be wasted. Once the creature is tamed, any member of the party can ride it, so it's a good idea to have party members with high Hotness and / or Moxie to tame mounts for the whole group, though this will take multiple sessions.

Remember: *It is easier, though significantly more expensive, to buy a mount from a local stables. Mounts cost 250j per carrying capacity.*

Slugraptors *and* ***Striders*** *can carry* ***one*** *rider, and cost 250j*
Waddledogs *and* ***Dunewalkers*** *can carry* ***three*** *riders, and cost 750j*
Shagbeetles *can carry* ***ten*** *riders, and cost 2500j*



"The slugraptor's bounding gait and wide, wobbling hips make for an entertaining spectacle to watch and a miserable riding experience, but their remarkable agility at least makes any journey significantly shorter."

DID YA HEAR THE ONE ABOUT THE DANCER, THE PALADIN AND THE THREE-LEGGED BARD IN THE TAVERN?

IF IT'S ANYTHING LIKE THE ONE WITH THE DANCER, THE PALADIN AND THREE LEGGED BARD IN THE BROTHEL, I'M CUTTING YOUR THIRD LEG OFF.

HEH.

I LOVE THAT ONE.

Starting at the bottom, a prospective adventurer has to dedicate time and practice to learn the skills and spells required to survive. To do this, they use their Downtime, those calm days between questing and dungeon crawling to improve their abilities. In time, and with dedication, a bumbling wannabe can become a fearsome adversary on the battlefield.

Classes & Downtime

This chapter details the various classes one can build their character towards using Downtime, the period of time that happens between game sessions, when players are away from their table. Think of Downtime as the period when characters are "away from the camera", and are going about their lives and practicing their skills in the relative safety of the city.



Downtime

An adventurer's life isn't one of constant peril, especially those that have yet to make a name for themselves. In the interim between quests, one can hone and improve their skills, in order to prepare for the next dangerous job.

In mechanical terms, Downtime allows players to come to their next gaming session with new spells and skills to try out, without slowing down their game by having to stop and learn new abilities in the middle of a session. Downtime can be resolved at the beginning or end of a session, or even away from the table, at the players and GM's convenience.

Learning a class requires a teacher, a skilled example of the profession. These can mainly be found in large towns and cities, so new adventurers are encouraged to not wander too far away from their home city while they're learning a class.

Each class has their own pages in this chapter, with their own abilities and requirements. Check each class page for further details.

1) Becoming a Bard
Being a musician requires instruments, a venue, and lots of practice. You'll slowly improve your musical abilities through performing at taverns, and eventually integrate your talents into your life as an adventurer. Check the "Becoming a Bard" pages for more details.

2) Becoming a Wizard
Wizards have towers in town, where they can ply their trade for jade and practice. In order to pay to learn Utility Spells, you'll need to be the subject of an experiment for your magical teacher. After learning enough spells, you'll have the opportunity to become a fully fledged Wizard. Check the "Becoming a Wizard" pages for details.

3) Learning Blood Magic
All magic is ostensibly blood magic, but the act of opening a vein can cut out the tedium of practicing the particular hand movements required of proper spells. Blood magic is rudimentary and incredibly dangerous, but doesn't require Spell Uses and can't backfire like Light and Death magic, so it's becoming increasingly popular with those outside wizardry circles. Check the Blood Magic pages for details.

4) Becoming a Paladin
Those that spend their time in the temples of Mundain are given the chance to become a Paladin of T'hot, a warrior-scholar that seeks out the dangerous and devious usage of magic to quash any magical mishaps. Through the adhering of Tenets, and the equipping of blessed golden rings, a Paladin borrows T'hot's power to make the world a better place. Check the "Becoming a Paladin" pages for details.

5) Becoming a Dancer
Elven Branch Dancing is a deadly form of evasive and exotic combat, using polearms as an anchor to weave and lash at enemies while dodging incoming attacks. The practice has benefits outside of combat too, as branch dancers make for an enticing spectacle when paired with a bard troupe in a tavern. Check the"Becoming a Dancer" page for details.

6) Becoming a Fighter
City Arenas allow the common folk to slake their bloodlust, watching gladiators tear each other apart in combat, then be magically mended by on-site healers. Martial skills can be taught and learned through practical application here, though there's always a chance of being beaten so badly that a student has no time to absorb any knowledge. Check the "Becoming a Fighter" pages for details.

7) Becoming a Thief
There's a Thieves Guild in the bowels of every city, and and for handsome and frequent donations, they'll be willing to part with a few tricks of the trade. With enough Treasures given over, one can even earn their own Black Hood. Check the "Thieves Guild" page for more details.

8) Becoming a Cleric
Very different from the Paladins of T'hot, Clerics are bestowed power by Gap'r, growing retractable tentacles from their back as a sign of their prowess in pleasure. These tentacles aid in combat, providing aid to allies and diverting attacks and damage away from more vulnerable teammates. Check the "Becoming a Cleric" page for details.

9) Becoming a Warlock
A final act of desperation in the most dire of situations, adventurers can only become Warlocks when they're about to die. Warlocks receive power from a Patron, randomly selected, who morphs their Warlock's abilities and appearance to better suit their motives. Check the "Becoming a Warlock" page for more details.



Becoming a Bard

You're perfect. The crowd loves you. You ooze charisma, and the ballads of your adventures make taverns thump and brothels writhe. The jade earned by your performances can keep an entire party armoured, fed and fucked, and your prowess with charming verbosity can trick and seduce anyone that stands in your way.

You're an ambassador. A sexual deviant. A soothing symphonist, and a gods-damned warrior poet.

Or at least you will be when you learn how to sing.

To be a bard, you'll need an instrument, a venue, and a performance. If your party is performing as a band or troupe, you'll need to add your performance rolls together and divide them by the number of members to find the average, rounding down. Bard performances require a session of Downtime for everyone performing.

Bard Proficiency:

Your Bard Proficiency starts at zero, and is increased by one every time you complete a performance during Downtime. You can also increase your Bard Proficiency when travelling between cities by using Bard Practice while Hunkering Down. Your Bard Proficiency also unlocks and buffs various abilities in and out of combat, as seen on the next page.

Having a Dancer perform with you increases your Bard Proficiency by an additional +1 with every performance, as well as earning additional jade. Dancers do not receive Bard Proficiency when Dancing. Dancers are encouraged but not required to sexually gratify the bard.

Venue:

(The venue describes both the location quality of your performance, and the number of people watching. The venue acts as a multiplier for the effects described in your Performance roll, adding to the number of dice used in the effect. You can either roll on the Venue list, or choose to perform in a Dive Bar venue. The Venue multiplier is represented by V in the Performance table.)

1) Dive Bar
A rundown old tavern, with rundown old patrons. (x1 multiplier)

2) Hole in The Wall
A tiny pub, but full to bursting with drunks. (x2 multiplier)

3) Decent Inn
A good sized inn, with plenty of ears to play for. (x3 multiplier)

4) Packed Tent
An outdoor venue filled with listeners and booze. (x4 multiplier)

Performance:

(Roll d20 on the performance table and add your Bard Proficiency, then use the multiplier of your Venue to determine the effects of your performance. Natural 1s are always Calamitous., no matter how many of your party are performing.)

1-2) Calamitous.
It wasn't even music. What the fuck was that? You were dragged off stage by the crowd and punched and kicked, fleeing the venue. You each suffer (d6xV) damage, earn nothing, and gain a Vice each.

3-4) Well that was shit.
Not even a cough of embarrassment at the end of your performance. Eyes followed you out of the venue as you shuffle away in humiliation. You earn nothing, and gain a Vice each.

5-6) Theydies and Gentlethem, uh... These guys.
A smattering of polite applause, but the host of the event looks pissed. You earn nothing.

7-8) Not great, not terrible.
Vaguely acceptable. No one will remember this, but hey, a gig's a gig. You earn (10xV) jade each.

9-10) A half-decent show.
One guy actually clapped! Like, genuinely! You earn (30xV) jade each.

11-12) That was pretty alright!
Applause! Actual applause! You might actually be good at this! You earn (50xV) jade each!

13-14) A great show!
Dancing, drinking, clapping along, you turned this shithole into a party palace! You were completely in sync, and never missed a beat! You earn (75xV) jade each!

15-16) Theydies and Gentlethem, These guys!!
The crowd cheers as you enter the stage, boosting your confidence immeasurably, and you channel that into a phenomenal performance. You earn (100xV) jade each!

17-18) A night to remember!!
It was absolutely incredible. When the crowd eventually dispersed, patrons and listeners spread the word and bragged about being there when you tore it up. You earn (150xV) jade each and gain an additional +1 Bard Proficiency.

19-20) A Transcendent Performance
Magic filled the air, the gods themselves were watching. The dance floor was awash with booze, sex, fighting, naked dancers. Unbelievable show. You earn (250xV) jade each and gain an additional +2 Bard Proficiency.

Bard Proficiency Modifier



The effectiveness of a Bard's Songs are influenced by their Bard Proficiency Modifier. The Proficiency Modifier is determined on the table below.

Bard Proficiency 1-3:
+1

Bard Proficiency 4-6:
+2

Bard Proficiency 7-9:
+3

Bard Proficiency 10-12:
+4

Bard Proficiency 13-15:
+5

Bard Proficiency 16-18:
+6

Bard Proficiency 19-20:
+7

*For example: If the Bard has a **Proficiency of 11**, and sings The One About the Fucking Dumbass, their target would receive **4** Damage every round while the song is being sung.*

BARD SONGS

Throughout the course of their career, Bards learn songs that can ensnare victims in dance, deafen them to sneaking allies, soothe allies wounds, charm the knickers off a fan, and more.

As a Bard's Proficiency increases, they learn new songs, and their effectiveness increases with their Proficiency Modifier. Singing a Bard's song requires a Tactical Action, and their effects can be maintained indefinitely so long as the bard keeps spending a Tactical Action on their turn. Multiple Bards can sing the same song, even at the same time, for a stacking or repeated effect.

The One About the Three Legged Bard: *(Requires Bard Proficiency 1)*

A jaunty tune about how all bards are incredibly well endowed.
The Bard increases their Disposition with the target equal to their Proficiency Modifier. In combat, A single target suffers the Charmed status effect, with the DC to escape being 10+Proficiency Modifier. A target can only be charmed once per combat encounter, and is only Charmed while the song is being sung.

The One About the Fucking Dumbass: *(Requires Bard Proficiency 4)*

A vicious, mocking tirade about the target's ineptitude in all things.
The Bard deals damage equal to their Proficiency Modifier to one target. This song can continue to be sung as long as the Bard spends a Tactical Action every round, continuing to damage the target. The target must succeed a DC10+Proficiency Modifier roll to successfully attack the Bard and shut them up, after which the target is immune to the effects of this song for the rest of the combat encounter.

The One About the Fair Maiden: *(Requires Bard Proficiency 7)*

A joyous melody about how great elves are at fellatio.
The Bard heals one allied target's Life equal to their Proficiency Modifier, or several allied targets, splitting their Proficiency Modifier among them. This song can continue to be sung as long as the Bard spends a Tactical Action every round, continuing to heal the targets. Outside of combat, this song can only be sung once while the party is actively resting.

The One About Fucking the Dragon: *(Requires Bard Proficiency 10)*

A thumping ballad about the tenacity of the human vagina.
The Bard increases all Sex rolls for themselves or a nearby ally equal to their Proficiency Modifier. In combat, an allied target receives a bonus to their Moxie equal to their Proficiency Modifier for one round. The target can only receive this bonus once per combat encounter.

The One About Stubbing Your Toe: *(Requires Bard Proficiency 13)*

A screeching, deafening cacophony of noise, screaming and obscenities.
The Bard increases the Stealth roll of all allies in the area equal to their Proficiency Modifier. Enemies in the area are both blinded and deafened while the song is being played, holding their heads and ears in agony. Should all allies pass their Stealth checks and sneak past their enemies, any enemies in the area are now actively searching for whoever made that godawful noise.

The One About the Deadly Dancer: *(Requires Bard Proficiency 16)*

A hearty, thumping jaunt about the bard's partner in deviancy, the dancer.
The Bard adds their Proficiency Modifier to the damage of an allied Dancer. Outside of combat, the Bard adds their Proficiency Modifier to any Hotness checks made by allies of any class.

The One About Getting Knocked Down: *(Requires Bard Proficiency 19)*

An ancient yet ridiculously catchy ballad about getting back up again.
*The bard can heal a Downed target equal to **double** their Proficiency Modifier, once per combat encounter. If used on a previously hostile target, the target becomes non-hostile, and gains Disposition equal to **double** the bard's Proficiency Modifier.*



Becoming a Wizard

Any idiot can cast a couple spells. but coming a full fledged wizard means turning into a poncho-donning, chain-smoking, book-bearing, hat-decorating, magic-staff wielding conduit of magical energy. Wizards have a solution to every problem, infinite tricks up fractally divided sleeves, and unequivocally terrible eyesight. Let the meatheads do all the sword fighting and swashbuckling, you've got a reality to warp.

Just remember, any wizard that doesn't have the body of a twenty one year old, a two foot cock and a harem of clone-wives is not the master of the arcane they claim to be.

Casting Advanced Spells requires Skimpy Armour & a Magic Staff. Advanced Spells also use multiple Spell Uses. Channelling such vast portions of magical energy is sweaty and draining work. You unlock Advanced Spells by learning Light, Death, Utility and Blood Magic Spells.

NOVICE:
Three Spells Known.

You gain an additional four Spell Uses.

APPRENTICE:
Five Spells Known.

You gain one Advanced Spell and your own Wizard's Hat.

JOURNEYMAN:
Seven Spells Known.

You gain an additional five Spell Uses and one additional Advanced Spell. You no longer have to participate in experiments to learn spells.

ADEPT:
Nine Spells Known.

You gain an additional five Spell Uses and one additional Advanced Spell.

WIZARD:
Eleven Spells Known.

You gain an additional five Spell Uses and one additional Advanced Spell. You only need to roll 6 or higher to successfully cast a spell. (Any Fuck Ups below 6 that you removed during your Levelling up stay removed)

MASTER:
Thirteen Spells Known.

You gain an additional six Spell Uses and one additional Advanced Spell. You no longer need to roll to successfully cast spells. (You still need to cast Advanced Spells using a Magic Staff).

Advanced Spells

These spells count towards your total Known Spells. Casting these spells requires Skimpy Armour and a Magic Staff, and cost multiple Spell Uses.

1) Arcane Arrow (3-10 spell uses)
- *Fire a bolt of pure magic, dealing d6 damage for every spell use used, up to 10d6. This spell can attack multiple targets as designated by the wizard.*

2) Body Modify (4 spell uses)
- *Allows you to change the physical attributes of yourself or a target. Change sex, eye, hair & skin colour, and the sizes and shapes of various body parts. Does not affect your stats, and you cannot change race.*

3) Storm Cloud (5 spell uses)
- *A thunderous cloud appears over your head, striking any enemies with lightning once every round. Deals 2d6 damage on its first round, increasing by 1d6 every round, and lasts until the end of combat.*

4) Real Revive (6 spell uses)
- *Revives a dead target to full health, without becoming a zombie. The target must be dead for no longer than three months.*

5) Dome (7 spell uses)
- *Creates a magical dome of safety around the wizard and their allies. All status effects are cured for those in the dome, and enemy projectiles and magic cannot pass from the outside into the dome. Any enemies that pass into the dome to attack suffer 6d6 damage. Lasts until the end of combat.*

6) Polymorph (8 spell uses)
- *Turns the target into a creature of your choice, including their stat block. If the target dies, it remains as the creature it was turned into, including any loot it drops. If the target's form is reverted, any damage it took while polymorphed remains on its reverted form. The wizard can revert the target's form with one Spell Use.*

7) Napalm (9 spell uses)
- *The target takes 10d6 damage, and any Adjacent enemies takes 5d6 damage. These targets are Burning until they spend a Tactical Action extinguishing themselves.*

8) Summon Spirit (10 spell uses)
- *Summon a ghost to aid and accompany you or an allied target. The ghost adds an extra d8 to any dice rolls the target chooses, for 24 hours.*

9) Word of Death(12 spell uses)
- *If the target has less than 60 Life, it dies immediately.*

10) Bimbofication (15 spell uses)
- *Trade an allied player's Smarts points for Hotness points, up to -5 Smarts. Can be used on any gender. The effect is permanent*

11) Mountain of Muscle (18 spell uses)
- *Trade an allied player's Smarts points for Brawn points, up to -5 Smarts. Can be used on any gender. The effect is permanent*

12) Clone (20 spell uses)
- *Creates an exact physical copy of the target, though without any of the spells or abilities the target has. The clone has the personality of the original, but none of the memories. Should the original target die, if they become a ghost instead of a zombie, they can inhabit the clone's body, retaining their spells, skills and abilities they had in life. Any Level Ups gained after the creation of the clone are lost.*

This is considered an extremely unethical spell.



"Having seeped into the bones and blood of all living things, most magic is manipulated through the bones in the wrist, where the spell emanates from the casting hand. Each spell evaporates a small amount of blood, causing compounding feelings of anemia and weakness, which is why a wizard can only cast so much before they need a rest."

UTILITY SPELLS

Also known as Primordial Spells, Utility Spells are useful magical tricks that require a teacher to learn, usually a town wizard or witch coven. ***To learn a Utility Spell, one must have at least one Spell Use.***

Learning *a Utility Spell requires a 24 hour period or a session of Downtime, and requires the student to let the teacher perform an* ***Experiment*** *on them. Check the Experiments page for more details.*

1) Telekinesis
- *Move a Nearby object with your mind.*
- *Can be used to trigger traps, throw weapons, steal small items, etc.*
- *Last 15 minutes.*

2) Illuminate
- *Casts a bright light onto an object, or the end of your magic staff.*
- *Can be used to Blind enemies.*
- *Lasts 6 hours.*

3) Darkness
- *Creates a fog of pure darkness around yourself or an object.*
- *Lasts 1 hour.*

4) Lock/Unlock
- *Locks or unlocks a door, chest, etc.*

5) Magic Message
- *Imbues amessage or weird noise onto an object or small animal.*
- *If imbued onto an animal, they'll take the message to a designated target.*

6) Invisibility
- *Makes an object or person invisible.*
- *If an invisible person attacks or makes any sudden movements, the spell wears off.*
- *Last 6 hours.*

7) Create Water
- *Creates a single day's portion of water for one person, in a fragile bubble.*
- *Can be used to quickly cure Burning, or decanted into a waterskin.*

8) Cure Poison
- *Cures the poison status without the use of alcohol.*

9) Summon Tentacles
- *Creates a harmless trap that immobilises a humanoid creature*
- *Can be used give yourself or a single target 2 hours of Incredible Sex, without resting.*
- *Lasts 2 hours.*

10) Darkvision
- *Gives you or a target the ability to see clearly in low light conditions.*
- *Allows you or a target to see Nearby in pitch black conditions.*
- *Lasts 1 hour.*

11) Revitalise
- *Gives an ally 3 Exertion uses.*
- *Can only be used once a day per ally.*

12) Conjure Magic Staff
- *Conjures a Magic staff to aid in spell casting.*
- *Using multiple Spell Uses on this spell increases the number of Fuck Ups the staff can channel. (eg, using 3 Spell uses conjures a 3 Fuck Ups staff).*

13) Speak with Animals
- *Allows you the ability to talk with non-humanoid creatures.*
- *Gives you +10 to Disposition checks with non-humanoid creatures.*
- *Last 24 hours.*

14) Ten Seconds Backwards
- *Reverses time 10 seconds, allowing the last roll to be rolled again for a potential different result.*
- *Uses a spell use, but can be cast using a Tactical Action.*

15) One Way Wall
- *Makes the wall between your current room and the next room completely transparent, allowing you to see clearly into the next room. Anyone in the next room doesn't notice this spell.*

16) Escape Portal
- *Creates a portal to safety, either outside the dungeon or away from the current area.*
- *Creatures and enemies within the immediate vicinity when this spell is cast can follow you through this portal.*
- *Last five minutes.*

17) Tame Living Trap
- *Allows you to turn a Living Trap non-hostile, making it hostile to your enemies.*
- *Lasts 1 hour.*

18) Cloud of Fog
- *Creates a large cloud of impenetrable fog, making it impossible to see those in the fog, or for those inside the fog to see each other.*
- *Lasts five minutes.*

19) Cheat Fate
- *Allows you to modify the result of any dice roll, whether in or out of combat.*
- *Can only be cast once a day.*

20) Weightlessness
- *Makes the target completely weightless, allowing them to climb without the need for a Dice Challenge, and gives +5 to all Stealth Checks.*
- *When attacked, weightless targets will be thrown back away from the attacker.*
- *Lasts thirty minutes*

MAGIC STAFFS

Magic Staffs allow spellcasters to turn Fuck Ups, failed casting rolls, into successful rolls and effective spells.

Magic staffs can be purchased from any spell teacher, and their price is graded by the amount of Fuck Ups they can prevent, costing 10j per grade.

For example, a +10 Staff prevents 10 Fuck Ups, and costs 100j. Remember to keep track of how many Fuck Ups your Staff has remaining.

When used as a melee weapon, Magic Staffs deal (d4+1) damage, but wizards can carry a better weapon in their other hand.

Experiments

Wizards will happily teach new spells to their young pupils, providing they act as a mannequin for research and experimentation.

In order to learn a spell, you must roll a d12 on the Experiments list below and accept the effects. Most of these Experiments are temporary and relatively harmless. If you really don't want to subject yourself to an experiment, ask your GM for a jade price, or if a retainer can stand in for you.

1. *The experiment throws you across the room and you land on your head.* ***-2 Smarts for 24 hours.***

2. *You change sexes for (d4) days.*

3. *Your skin feels all tingly and weird.* ***-1 Moxie for 24 hours.***

4. *You feel pleasantly airheaded.* ***-1 Smarts, +5 Disposition for 24 hours.***

5. *One of your arms pops off and runs away on its fingers. It'll come back.* ***No melee weapon above d8 damage for 24 hours.***

6. *Your sex organs cease to function properly. Don't fret, it's temporary.* ***No sex for 24 hours.***

7. *You feel more feeble than usual for a wizard.* ***-1 Exertion for 24 hours.***

8. *You have a hand grow out of your forehead. It flips people off at random.* ***-2 Hotness, -10 Disposition for 24 hours.***

9. *The wizard teaching you explodes backwards as the spell backfires, launching themselves out of the window.* ***The Wizards tower will be unavailable for 1 Downtime session. (You still learn the spell.)***

10. *Your butt cheeks become enormous, and clap when you walk.* ***-5 to Stealth Checks for 24 hours.***

11. *You feel especially anemic.* ***-1 Spell Uses for 24 hours.***

12. *You change sexes permanently. Or at least until your next Experiment.* ***+1 Hotness permanently, even if you revert to your previous sex.***



Other Services

A town wizard offers a myriad of services, their days filled with appointments and walk-ins of those that can afford their time and expertise. Not all are pertinent to the adventuring lifestyle.

Healing and Mana Potions: *25j each*

Healing to full Health, removing all status effects: *60j*

Stat Increases, per point: *(Up to +4)*
Smarts: *500j*
Brawn: *600j*
Moxie: *400j*
Hotness: *500j*

Change Kin Race *(i.e, from Human to Orc): 1000j (changes your racial bonus)*

Change Sex Organs*(size, shape or function): 300j*

General Cosmetic changes *(hair/ eye/ skin colour, facial and body shape, etc. Does not change stats) : 250j*

Poster / Pamphlet Printing: *250j per 100 copies*

Book Printing: *650j per 50 copies*

Vermin Extermination Poison: *15j*

Bubble Bath / Cleansing Potion: *10j*

Pregnancy Voiding Potion: *20j*

Access to a Wizard's Library: *(comes with a complementary coffee and muffin) 40j per hour.*

Scar Removal: *50j each*

Zombification Resurrection: *400j (Resurrects a corpse less than 3 months dead as a zombie. Most will not appreciate this.)*

True Resurrection: *2000j (Returns a corpse less than 3 months dead to life.)*

Metal Transmutation: *(i.e from Bronze to Iron) 400j*

Magic Mirror: *2d100j per person for a one way trip.*

Personal Pet Mimic: *800j (Can carry 30 food, 30 rations, act as a mount for 1 person, and provide the benefits of Incredible sex every 24 hours.)*

Wizard Hat Repair: *50j*



MAGICAL GRIMOIRES

The vast majority of spells are far too ponderous and complicated for even the most able wizards to memorise, and thus are kept in magical grimoires. These spells can take hours to recite, especially since so many tomes are padded with illustrations and nonsense to pad the page count, so their use in combat is extremely impractical. Nevertheless, a good wizard always carries a few grimoires with them, for the incredibly situational instances these dumb spells might have a purpose.

Magical Grimoires cost four hundred jade each, though the practicality of their spells vary wildly. These spells cannot be used in combat, and for any spells that target a creature, that creature must be either willing or very well restrained. Casting spells from Grimoires requires skimpy armour or less. If casting these spells in a hostile area, such as a dungeon, make sure to roll for Wanderers every hour. If the wizard casting the spell joins combat, the spell is considered interrupted, and they must start again from the beginning.

***1) ADJUST AMBIENT TEMPERATURE:**- The radiating temperature of a small object is changed to be either scalding hot or freezing cold. Most commonly used on rocks to boil water in Dwarven water rooms.*
(Requires: 1 hour, 10 spell uses) (Lasts: Until Recast)

***2) ANTHROPOMORHIZE:**- Gives an inanimate object sapience, allowing it to magically talk. Roll a -5 Disposition check to see how cooperate the object is, most things don't like being alive.*
(Requires: 2 hours, 12 spell uses) (Lasts: 24 hours)

***3) BODY SWAP:**- Swaps the consciousnesses of either the caster and a target, or two targets. Reminder that the targets need to either be willing or incredibly restrained.*
(Requires: 2 hours, 10 spell uses) (Lasts: Until Recast)

***4) COMMAND:**- The target obeys a single command, no matter its level of intelligence, or how dangerous or self-destructive it may be. Upon completing this command, if it can, it will regain its own will.*
(Requires: 6 hours, 15 spell uses) (Lasts: Indefinitely)

***5) COMPREHENSION:**- Allows a target to understand ciphers, old languages and schematics, so long as they're not being magically altered. The wizard can't cast this on themselves.*
(Requires: 3 hours, 10 spell uses) (Lasts: 1 hour)

***6) DISENCHANT:**- Removes any magical effects of an object or target. Considered kind of a dick move among wizards, but useful for spellbound maidens and cursed weapons.*
(Requires: 12 hours, 20 spell uses) (Lasts: Indefinitely)

***7) DAIRYFICATION:**- Turns the target into a Dairygirl, growing small horns, and cow-like ears and a tail. The target will henceforth be unable to wear Full or Fitted armour, but can provide a serving of milk (+1 Brawn for 24 hours) after eating four rations. The target must be a Human, Elf, Relmer, or Alloyan.*
(Requires: 1 hour, 15 spell uses) (Lasts: Indefinitely)

***8) DUPLICATION:**- Creates a rubber duplicate of an object or target. Often used in the making of acting props and sex toys.*
(Requires: 1 hour, 10 spell uses) (Lasts: Indefinitely)

***9) ENTER THE AFTERLIFE:**- The target briefly enters one of Ninki's afterlifes. While there, any movement within the afterlife is reflected once they return to the real world, allowing them to hypothetically escape any confines.*
(Requires: 12 hours, 20 spell uses) (Lasts: 15 minutes)

***10) FAT CLIYD'S FOGGY FART CLOUD:**- An incredibly juvenile spell that fills the immediate area with thick, foul-smelling fog, making it impossible to see. Useful for thieves and pranksters.*
(Requires: 30 minutes, 5 spell uses) (Lasts: 30 minutes)

***11) GREEDY BASTARD:**- The target becomes obsessed with the accrual of jade and valuable objects, and will talk incessantly about any financial ventures they are participating in. Good for forced confessions.*
(Requires: 1 hour, 8 spell uses) (Lasts: 15 minutes)

***12) GORE:**- The target explodes in a shower of blood, guts and viscera. The casting of this spell gradually increases the pain in the target until the agony becomes unbearable. Great for torture. Not good for drapes and carpets.*
(Requires: 4 hours, 15 spell uses) (Lasts: Indefinitely)



***13) HEAR STUFF:**- Allows the caster to hear even the quietest whisper anywhere within three hundred feet of their position. In a busy area, this is not a useful spell to cast.*
(Requires: 2 hours, 8 spell uses) (Lasts: 1 hour)

***14) HOVER:**- The target or object floats six feet above its original resting place. It's unable to move without pushing off from another object, so items like floating carpets need some sort of oar to move around, which is why no one uses them.*
(Requires: 1 hour, 15 spell uses) (Lasts: Until Recast)

***15) ICE COLD:**- Objects the caster touches become sheathed in a thin layer of ice. Useful for creating difficult terrain or serving drinks, such as at the Frosted Glasses Sextavern.*
(Requires: 30 minutes, 6 spell uses) (Lasts: 15 minutes)

***16) ILLUSION:**- Creates a harmless, inanimate visual illusion of the caster's choice, that dissipates when touched. Great for frightening the shit out of old people.*
(Requires: 30 minutes, 6 spell uses) (Lasts: 15 minutes)

***17) IMAGINATION:**- Forces a target to vividly picture everything described to them, and the consequences of what they are picturing. Great for storytelling, seducing, and torture.*
(Requires: 2 hours, 8 spell uses) (Lasts: 1 hour)

***18) INVISIBLE WALL:**- Creates an invisible wall between two predetermined points, requiring the caster to see both points at the same time. Never stops being funny watching people walk into it.*
(Requires: 3 hours, 15 spell uses) (Lasts: Until Recast)

***19) KNOCK:**- Locks or unlocks a door. Requires more time the more complex the lock, but not more spell uses. Lockpicks can still interact with the lock, but will require the same amount of time to interact as the Knock spell.*
(Requires: 1-6 hours, 12 spell uses) (Lasts:Until Recast)

***20) LOVELY LITTLE COTTAGE:**- A portal to a picturesque countryside dwelling opens up, and after 30 seconds closes again. The cottage is fully furnished, with delicious food, drinks, a bath, and a suspiciously adorable grandma, the same race as the caster. All occupants MUST leave the cottage within 24 hours, or suffer the consequences. The portal reopens to its original location.*
(Requires: 3 hours, 20 spell uses) (Lasts: 24 hours)

***21) MAGIC MIRROR:**- The caster turns two normal mirrors into magic mirrors, allowing objects and -if large enough- people to pass through one to emerge from the other. If the caster only has one mirror, the magic mirror takes them to an unknown location through an existing magic mirror, usually to the bedroom of an incredibly angry wizard.*
(Requires: 6 hours, 20 spell uses) (Lasts: Indefinitely)

***22) MINIATURIZE:**- The caster and any nearby targets become tiny, about the size of a beer bottle. Their gear and clothes shrink with them, surprisingly.*
(Requires: 2 hours, 8 spell uses) (Lasts: 1 hour)

***23) NICK:**- An object the caster can see teleports into their hand. Anything the object is attached to or resting on comes with it. Names for both the act of stealing stuff and the gaols its casters end up in.*
(Requires: 15 minutes, 4 spell uses) (Lasts: Indefinitely)

***24) OBJECTIFATION:**- The target becomes an inanimate object of the caster's choice. The target can still hear, see, and feel, but can't talk or move. Great for completely evil bastards, relatively devious info brokers and moderately kinky bedroom shenanigans.*
(Requires: 3 hours, 16 spell uses) (Lasts: Until Recast)

***25) PACIFICATION:**- The target becomes permanently non-hostile, to all living creatures. It won't defend itself if attacked.*
(Requires: 6 hours, 12 spell uses) (Lasts: Until Recast)

***26) PISS:**- Forms a torrential rain cloud of fragrant dark urine. Why this can't be done with water is a mystery to all wizards. Good against fires, but causes Filthy.*
(Requires: 15 minutes, 5 spell uses) (Lasts: 15 minutes)

***27) PIT:**- Creates a hole in the ground the same dimensions as an average burial. 6 foot deep, 3 foot wide, 6 foot long. Who says wizards can't be useful?*
(Requires: 1 hour, 6 spell uses) (Lasts: Indefinitely)

***28) PRESTIGITATION:**- Creates a harmless illusory spell like a shower of coloured sparks, a clever card trick, or a glowing word in the air. No one considers this impressive or interesting because you're reading the spell out of a book.*
(Requires: 5 minutes, 1 spell use) (Lasts: 30 seconds)

***29) QUIM:**- Creates an impressively realistic Relmeran vagina on an inanimate object. Wizards get lonely.*
(Requires: 15 minutes, 2 spell uses) (Lasts: Indefinitely)

***30) READ MIND:**- The caster reads the thoughts of the target. The target is aware you're doing this.*
(Requires: 1 hour, 15 spell uses) (Lasts: 15 minutes)

***31) ROUGH RESURRECTION:**- Revives a recently (within 24 hours) dead target with 1 Life. The target can't be a zombie. The target receives d6 Vices, rerolling duplicates. This spell is not fun for anyone involved.*
(Requires: 6 hours, 16 spell uses) (Lasts: Indefinitely)

***32) SILENCE:**- Creates a bubble of silence around the caster or a target. Great for stealth.*
(Requires: 2 hours, 8 spell uses) (Lasts: 1 hour)

***33) SPEAK WITH DEAD:**- Allows the caster to speak with a corpse that died within the year. Requires a Disposition check.*
(Requires: 30 minutes, 6 spell uses) (Lasts: 15 minutes)

***34) SUMMON IMP:**- Summons a lesser fae, bright red and horned, about the size of a human newborn but with a prehensile tail that lets him rise up to six feet. Will begrudgingly obey your commands, but can't fight.*
(Requires: 1 hour, 8 spell uses) (Lasts: 6 hours)

***35) SUMMON 'CUBUS:**- Summons a lesser fae, similar to an Otherling but with pure black eyes, and terrifyingly seductive. Will start fucking everyone in sight, switching its body shape as needed. Makes for a great distraction.*
(Requires: 1 hour, 12 spell uses) (Lasts: 2 hours)

***36) TELEPATHY:**- Allows the caster to project their thoughts into a target's mind, as if they were their own. Quite useful for making idiots rethink dumb ideas.*
(Requires: 1 hour, 10 spell uses) (Lasts: 15 minutes)

***37) TRUTH:**- Allows the caster to detect if someone's lying, assuming their mind isn't magically protected.*
(Requires: 30 minutes, 3 spell uses) (Lasts: 15 minutes)

***38) UVULA:**- Creates a functioning mouth, tongue and throat on an object. The mouth can sing, shout, tell jokes, and suck.*
(Requires: 15 minutes , 2 spell uses) (Lasts: Indefinitely)

***39) VISION:**- Creates an eyeball on an inanimate object that the caster can see through, no matter the distance. The caster sees through the eyeball in addition to their own eyes, but can't close the eyeball's eye, unlike their own.*
(Requires: 15 minutes, 4 spell uses) (Lasts: Until Recast)

***40) WARD:**- Creates a 30 feet circle around the caster. When the caster names up to five different things, all instances of those five things cannot cross the circle. (for instance: crossbow bolts.)*
(Requires: 15 minutes , 10 spell uses) (Lasts: 3 hours)





Blood Magic

So you can't cast a fireball, who cares? You're gonna let those nerdy wizards and uptight paladins have all the fun? Screw that. It turns out the magic was inside you all along, and the vampire-led death cults were the friends you made along the way.

*Casting Blood Magic does **not** require Spell Uses or a Casting Roll. Instead, the adventurer sacrifices their Life using up to two dice of their choice no higher than d10, which also determines the power of the Blood Magic Spell. Learning a Blood Magic spell requires a session of Downtime, and a local cult with a Disposition of Indifferent or higher. Remember, the cult won't teach you spells if you've been working against them, and Paladins **really** don't like Blood Mages. Blood Magic can be cast with up to **Medium Armour.***

Blood Spells:

1) Blood Bolt
A standard ranged magical attack. Requires two dice to be rolled during the Life Lost roll.Deals damage according to the Life Lost roll, with the lowest roll added twice. For example, if the Life Lost roll is a 4 and a 6, the total damage is 14, while the Life Lost is 10.
This spell manifests as either a wet blob of blood or a sharp scabby blade, and can be used to snuff out candles, cut thin ropes, and so on.

2) Blood Boost
Adds the dice used in your Life Lost roll to an allies next attack, skill or spell. This doesn't use the result of the Life Lost roll, just the dice.For example, if you use a d8 and a d10, your allies next attack adds d8 and d10.

3) Blood Heal
Heals an allied target equal to the Life Lost roll.

4) Blood Trap
Creates a boiling bubble of blood on the floor, wall, ceiling or object. When an enemy passes by or interacts with the Blood Trap, it deals damage equal to the Life Lost roll and leaves the target prone. Only one Blood Trap can be active at a time, per Blood Mage. Regardless of where the Blood Trap is set, the Blood Mage knows when it has been triggered.

5) Blood Blush
After a successful Stealth Check, increases the Disposition of a target equal to the Life Lost roll for one hour. Once the spell wears off, the target will have -10 Disposition towards the caster.

6) Blood Whip
Creates a sharp lashing weapon emanating from the wielder's wrist, using a single Life Lost die. The whip deals damage using the same Life Lost die, with +3 bonus damage, and lasts one combat encounter. For example, if you used a d10 on the Life Lost roll, the whip deals d10+3 damage. This whip can be used to catch and pull small objects, like sets of keys, or levers.

7) Emergency Blood Transfer
Similar to the Blood Heal spell, except in lieu of a Life Lost roll, the Blood Mage gives all their Life minus 1 to a target, healing them for the amount of Life lost, and leaving the Blood Mage with 1 Life.

8) Blood Burst
Requires a fresh corpse. The Blood Mage makes the corpse explode, dealing damage to everyone Nearby the corpse equal to the Life Lost roll. The first time the Blood Mage and their Allies see this spell used, they gain a Vice, because it's gross.

Blood Rituals:

1) Rejuvenate
Requires the sacrifice of a living person, and takes 3 hours to complete. Everyone involved in the ritual gains +1 to an ability of their choice for 24 hours, heals their Life, Spell Uses and Exertion to full, and seems to look a couple of years younger.

2) Permanent Portal
Requires the sacrifices of two living people, at the same time, at either end of the Portal's desired locations. Opens a portal akin to a magic mirror, except made of blood. Takes 6 hours to complete.

3) Good Fortune
Requires the sacrifice of a living person, and takes six hours to complete. Adds an additional d4 to all rolls for 24 hours, for everyone involved in the ritual.

4) Neck Suck
Only useful for vampires, and vampire wannabes. Requires a living person. The vampire drains the target's Life, filling their Blood Gauge for an equal amount. If the vampire kills the victim, the Life lost by the victim replenishes double the amount of Blood Points in their Blood Gauge.

If the victim is left with 0 life, they are unconscious, but will revive if left in a safe place and given 12 hours to recover. A fellow adventurer with a good healing spell makes for an excellent blood bag.

Neck Suck cannot be used during combat.

5) Enthrall
Requires the sacrifice of a living person, and a well restrained target. The target becomes a thrall to the Blood Mage, and acts as a retainer of their choice, for free. Takes 24 hours to complete, and leaves everyone involved Exhausted, Starving and Dehydrated. Thralls are incredibly obvious to spot, due to their overly submissive nature and glowing red eyes, so it's a bad idea to let Paladins see them.

6) Blood Scrying
Requires the sacrifice of a living person, and takes three hours to complete. Everyone involved in the ritual can ask the GM two yes or no questions, for which the GM must answer truthfully.

7) Super Special Sacrifice
Requires a number of living sacrifices equal to the number of people involved in the ritual, takes 24 hours to complete, and can only be performed once, successfully. All party members Level Up, and any allied NPCs involved gain +3 Life and +1 damage.

***Remember:-** Blood Spells are frowned upon, but Blood Rituals are pure evil. Consult your party before deciding to become complete bastards.*



Becoming a Vampire

There is a common theory that a wooden stake through your heart will kill you. This is a rumour brought about by a fae hunter that forgot his sword and had to beat a vampire to death with a fence post. The truth is, any object with sufficiently applied force will rip through your body. You're not that kind of immortal.

But on the plus side, you can't die of starvation or dehydration any more. It's still the worst pain imaginable, but you won't die.

Just be on the look out for fence posts.

Becoming a Vampire requires 2 Blood Magic Spells and the Neck Suck Ritual, as well as 1000j, paying your local cult's Vampire to turn you into one. The transformation requires one session of Downtime.

The Blood Gauge:

*Upon becoming a Vampire, you gain a Blood Gauge, with **20** Blood Points. This Blood Gauge allows you to cast Blood Magic spells without rolling a Life Lost roll. The amount of Blood Points used determines the power of the Blood Magic spell, and instead of rolling, the Vampire can simply say how many Blood Points they use. The Blood Gauge is replenished using the Neck Suck Ritual, as seen on the previous page.*
As a reminder, it's a good idea to have another party member with a good healing spell act as your personal blood bag. Feeding on innocents is a great way to get in trouble.

When Levelling Up, Vampires have the choice to add 10 Blood Points to their Blood Gauge, instead of choosing one of the typical options.

*When the Blood Gauge reaches 0, The Vampire starts taking 1 damage for every action they perform, as if they were Poisoned. Vampires **can** die from this, and the only cure is the Neck Suck Ritual and replenishing some Blood Points.*

Vampiric Abilities:

Vampires gain passive abilities the more Blood Magic Spells they know.

Two Spells Known - Immortal

The Vampire cannot die from Starvation or Dehydration, but still suffers the effects of both. Dehydration leaves the vampire with a minimum of 1 Life, and Starvation leaves the vampire with a minimum of -6 Moxie. The vampire requires a maximum of four days food and water to cure these status effects. When rolling on the Dead Table, upon rolling 16 or higher, instead of becoming a zombie, you instead stand back up with 50% Life and a full Blood Gauge.

Four Spells Known - Blood Puddle

The Vampire dissolves into a moving puddle of blood, for a maximum of 30 minutes. Upon emerging, the Vampire has 1 Life and is completely naked with none of their gear. If ensnared by a Living Trap, the trap eats d20 rations and water, and spits out the rest of the Vampire's gear. The Vampire is unable to be harmed when moving around as a puddle of blood.

Six Spells Known - Eerie Charisma

The Vampire is immune to being Charmed or gaining the Horny status effect. Enemies that use Charm spells seem to instinctively know this, and instead target other creatures.

Eight Spells Known - Lord of Blood

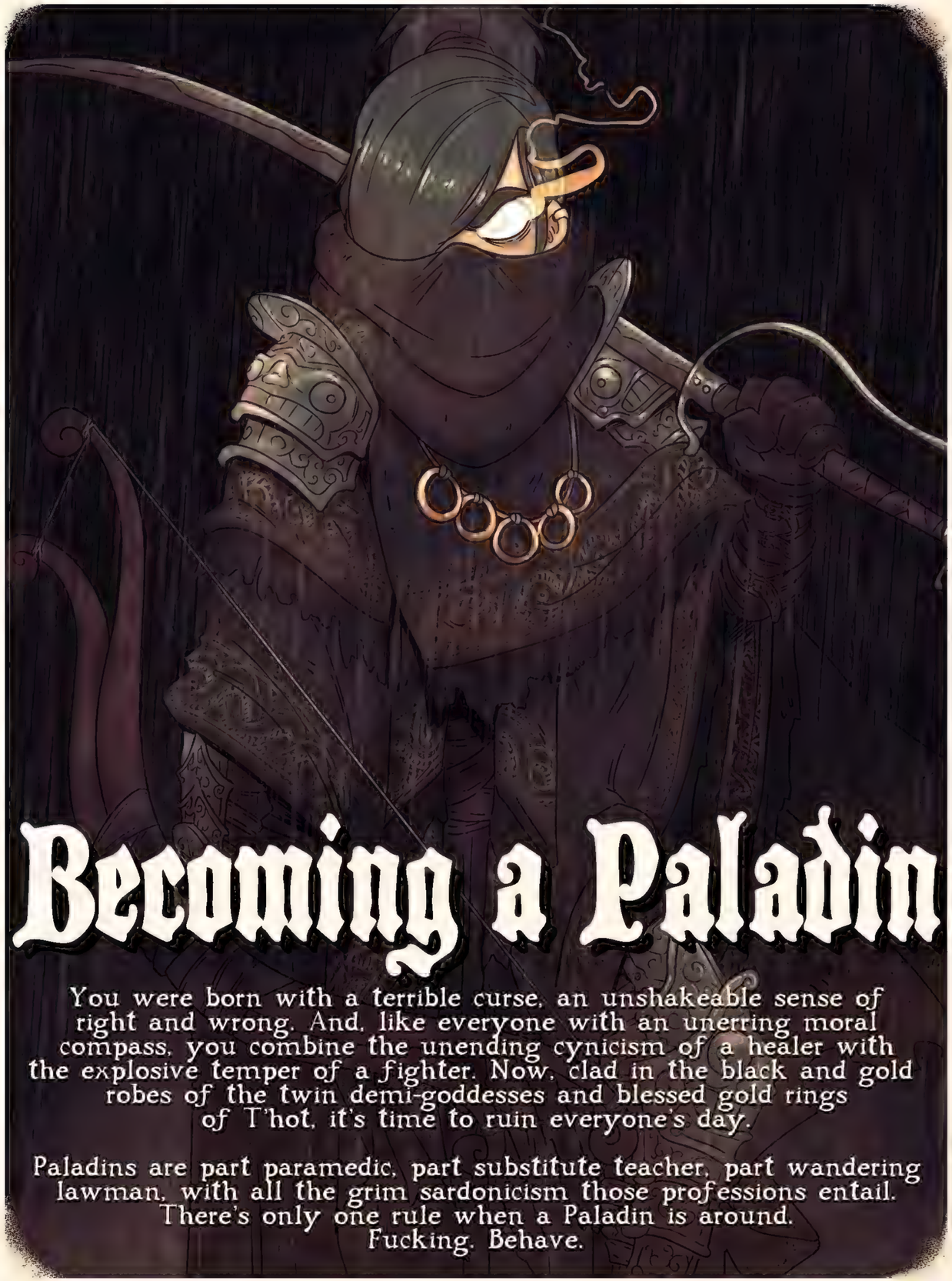
The Vampire can use Full or Fitted Armour when casting Blood Magic Spells. The Vampire can also perform the Enthrall ritual without needing a sacrifice, instead using 50 Blood Points from their Blood Gauge. The Vampire can have one Thrall at a time, acting as a personal retainer.

Life as a Vampire:

It's a common misconception that Vampires can't go out in the day. They can, but fae hunters are so common in certain cities that Vampires seem to die the moment they step out the door, riddled with crossbow bolts. Being a Vampire requires a level of social subtlety that might require moving around at night, taking quests from morally ambiguous people, and generally laying low.

Alongside their forearm scars, vampires have quite frightening fangs, so hiding those is a good start to going unnoticed.

Consult your party before making the decision to become a Vampire.



Becoming a Paladin

You were born with a terrible curse, an unshakeable sense of right and wrong. And, like everyone with an unerring moral compass, you combine the unending cynicism of a healer with the explosive temper of a fighter. Now, clad in the black and gold robes of the twin demi-goddesses and blessed gold rings of T'hot, it's time to ruin everyone's day.

Paladins are part paramedic, part substitute teacher, part wandering lawman, with all the grim sardonicism those professions entail. There's only one rule when a Paladin is around. Fucking. Behave.

Paladins gain power by accepting Vows, a solemn promise to uphold a certain aspect of T'hot's teachings of morality and goodness. Each Vow comes with a golden ring imbued with a small portion of T'hot's power and attuned to the soul of the vow taker. Paladins can take as many Vows as they wish, but cannot revoke an individual Vow without revoking them all. Think carefully when taking Vows, as each restricts a prospective Paladin's options when adventuring. The more Vows a Paladin takes, the more benefits the temple bestows upon them.

Paladins are required to know the Heal and Group Heal spells, which adventurers can learn by attending Magical Lectures. See the next page for the benefits the Temple allows for multiple Vows, as well as the consequences of breaking them.

VOW OF JUSTICE:

The Paladin must aim to do good, and work against those that perform acts of selfishness or tyranny.

Every Level Up, the Paladin gains +2 Spell Uses in addition to any levelling choices.

VOW OF PURITY:

The Paladin must avoid the use of Death, Blood and Primordial magic, and only use Light magic.

The Paladin does not need to roll to successfully cast Heal or Group Heal.

VOW OF MERCY:

The Paladin must never kill those that have surrendered or are Downed.

The Paladin doubles their Brawn when Brawling, making unarmed attacks, or using Improvised weapons.

VOW OF KNOWLEDGE:

The Paladin must donate any claimed Treasures to their Temple.

The Paladin and their party members can attend Academic and Magical lectures for free.

VOW OF CHASTITY:

The Paladin must never have sex as a means of distraction, trickery, or negotiation.

Not even T'hot herself takes this vow.

The Paladin gains +1 Moxie every Level Up, in addition to any levelling choices.

VOW OF SOLEMNITY:

The Paladin should refuse any offer to be healed by potions or magic spells.

The Paladin adds an extra d6 to their Heal and Group Heal spells.

VOW OF CHARITY:

The Paladin should give any jade beyond two hundred coins to those in need.

The Paladin gains +4 Disposition among all humanoid characters and enemies.

VOW OF INTEGRITY:

The Paladin must never associate with practitioners of Blood Magic.

The Paladin adds an extra d6 damage to any thrown or ranged weapons.

VOW OF HONOUR:

The Paladin must never return to life as a zombie, and accept an honorable death.

Once per combat encounter, when the Paladin would reach 0 Life and be Downed, they instead retain 1 Life and stay conscious.

VOW OF DUTY:

The Paladin must avoid quests and coin from those of extreme wealth, and instead help those in true need.

The Paladin can cast Shield as a Tactical Action, once per turn.

Temple Endowments

The temples of Mundain sponsor Paladins to spread knowledge and the good word of T'hot, while rooting out the practices of dark magic. The more devoted the Paladin, the more perks they receive from city temples.

Temple Endowments are cumulative, depending on how many Vows a Paladin takes on.

Remember, a Paladin can take more Vows, but can never revoke them, so think wisely about which Vows can be comfortably taken.



SPONSORED:
Two Vows Total.

The Paladin is given 200j a week for expenses when adventuring.

SENSE MAGIC:
Three Vows Total.

The Paladin is given a small crystal that glows when Death, Blood or Primordial magic is being used nearby. (The player asks the GM, to which the GM must answer truthfully.)

VALET:
Five Vows Total.

A temple novice accompanies the Paladin, acting as a Retainer. The temple novice will perform any tasks that Retainers can, and is paid by the Temple.

HOLY ARMOUR:
Seven Vows Total.

The Paladin is given a suit of Fitted Armour, (2d6 armour save).

SACRED SPELLSABER:
Nine Vows Total.

The Paladin gains a Spellsaber, akin to the one used by T'hot herself. The Paladin is able to successfully cast all Light Magic spells without needing to roll, and gains access to the Real Revive advanced spell, (see the Becoming a Wizard page).

OATH BREAKERS

You're not a bad person. But you are kind of a fuck up. The Temple is a flickering candle in the darkness of ignorance, superstition and fear, and by breaking your vows, you made the Temple look bad. You will be ostracised, stricken from history, and stripped of any power and authority the rank of Paladin bestows.

But it's not all bad. Now you can do things your way.

When you break one of your Vows, the following things occur:

Your Vow rings shatter, and you lose any abilities and benefits conferred by your Vows. (You keep any ability increases from levelling, but will not gain any more increases going forward.)

You are permanently banned from the Temple.

You have a -5 penalty on Disposition Checks with any Temple affiliated people, including your Temple Valet.

Your 200j a week sponsorship stops.

You must immediately roll a Disposition check for the loyalty of your Temple Valet. If your Valet is Friendly, they remain loyal to you, abandon the Temple with you, and allow you to keep your Endowments, aside from the sponsorship.

If your Valet is anything less than Friendly, they will make every effort to take your Endowments from you and return to the Temple. It would be a very wise decision to let them do so, as Oathbreakers that murder their Valets are hunted to the ends of the earth.

Consult with your party before setting the entire Paladin Order against you.

Becoming a Dancer

You're gorgeous. Unsettlingly so. Your muscles are taut, your body is lithe and supple. To catch a scar on this sculpture, this blemishless masterpiece, would be a disservice not only to yourself, but everyone that gazes longingly upon you. Thankfully, the art of Elven Branch Dancing is a martial doctrine specifically catered for the beautiful people. Planting their polearms and twirling about them in a flurry of dagger heels and erotic manoeuvres, you can stay beautiful while becoming deadly.

Dancers refuse to use magic, as their art is one of flesh and flexibility, and require Skimpy armour to bend and twirl about their weapons.

To unlock Dancer skills, you must have at least +2 Hotness, and spend the entirety of your Downtime practicing in a local Tavern. Branch Dancers don't relay their techniques to the unattractive.

Note: Dancers lose the ability to cast spells, and cannot gain spell uses during their Level Up.

PERFORMER:
One Sesson total.

You can dance alongside a Bard during their Bard Performance to increase their earnings by 2d100 jade.

GORGEOUS:
Two Sessions total.

While wearing Skimpy armour, you can use your Hotness to attack instead of Brawn, with your basic attack and while performing any Brawn-related Martial Skills.

OILED:
Four Sessions total.

While wielding a Staff, Spear or Halberd, if you have Tactical Actions remaining on your turn, you may use one to dodge one incoming attack, preventing damage. Requires DC12+Hotness to evade.

DAGGER HEELS:
Five Sessions total.

While wearing Skimpy armour and wielding a Staff, Spear or Halberd, you may also use one Tactical Action to perform a basic attack during your turn.

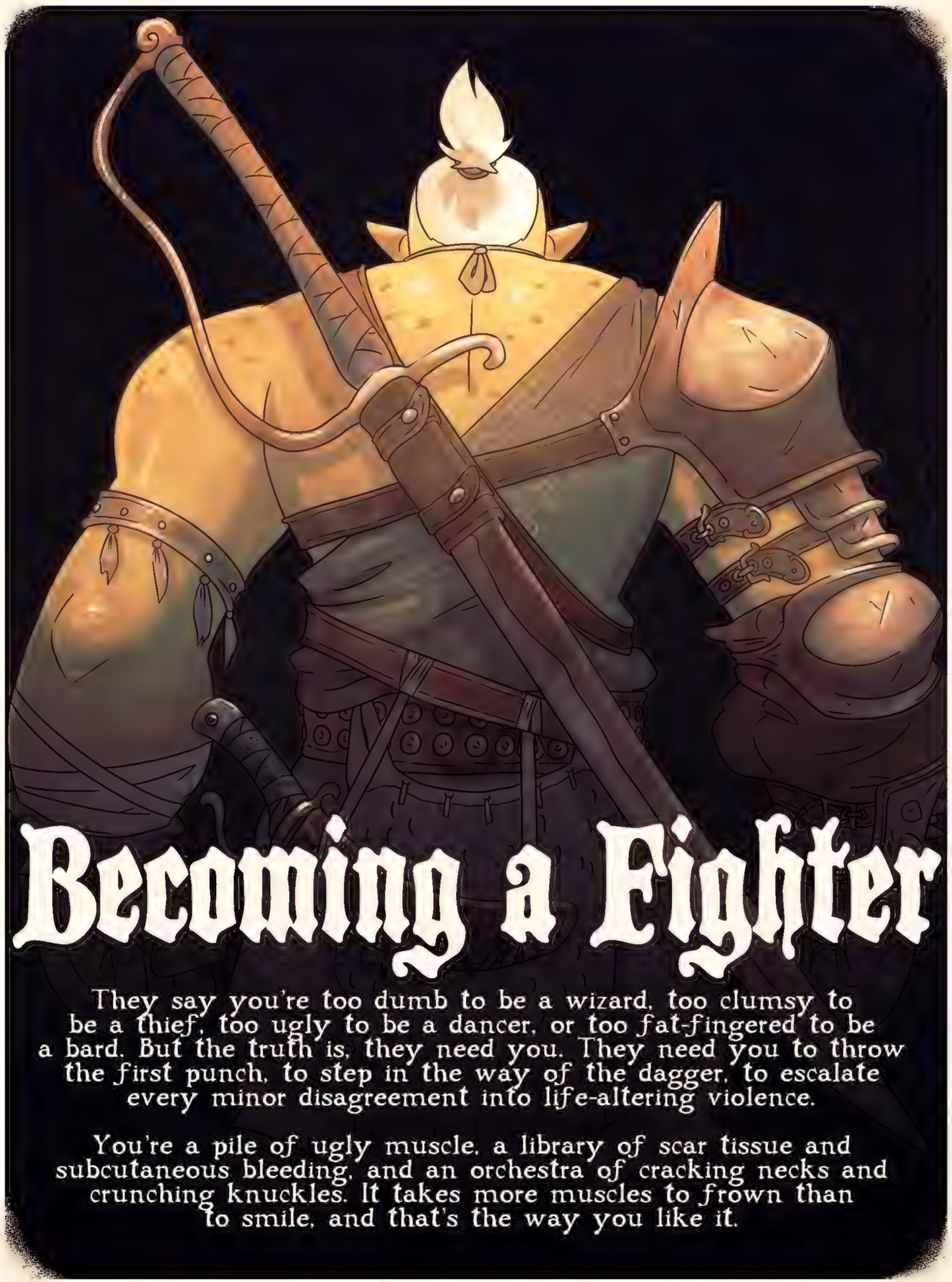
STRIP:
Seven Sessions total

While wearing Skimpy armour, you can temporarily sacrifice an armour upgrade for the duration of combat to add d4 Disposition to all enemies. You can do this with as many armour upgrades as you have equipped.

EXPERT:
Nine Sessions total

You are considered a master of branch-dancing. You gain an additional Tactical Action during combat, and add +6 to every Disposition check you roll. If you have any Spell Uses, convert them into Hotness, up to a maximum of +7 Hotness.

(1 Spell Use = +1 Hotness)



Becoming a Fighter

They say you're too dumb to be a wizard, too clumsy to be a thief, too ugly to be a dancer, or too fat-fingered to be a bard. But the truth is, they need you. They need you to throw the first punch, to step in the way of the dagger, to escalate every minor disagreement into life-altering violence.

You're a pile of ugly muscle, a library of scar tissue and subcutaneous bleeding, and an orchestra of cracking necks and crunching knuckles. It takes more muscles to frown than to smile, and that's the way you like it.

Learning a set amount of Martial Skills allows an adventurer to choose one of three Fighter Skills in a given skill tier. These Fighter Skills can be swapped for another in the same tier after one session of Downtime each.

TIER ONE: THREE MARTIAL SKILLS LEARNED

BULWARK:
Use of a Heavy Shield no longer requires a Tactical Action.

SKIRMISHER:
The fighter can wield a one-handed (<d10) weapon in each hand, dealing a second basic attack for half damage in the same Combat action.

BERSERKER:
Double the Fighter's added Brawn damage when using a two-handed (>d8) weapon.

TIER TWO: FIVE MARTIAL SKILLS LEARNED

LOUD:
Taunting always forces four enemies to attack the Fighter on their turn. If there are less than four enemies, all of them attack the Fighter.

SPELLSWORD:
The Fighter gains two spell slots, a Level 1 Light or Death magic spell of their choice, and the ability to use Brawn to cast spells instead of Smarts.

BOY'S CLUB:
The Fighter can use a humanoid enemy with less current Life than them as an improvised weapon. d10+Brawn Damage is dealt to both the enemy being used as a club and the target. (DC12 to wriggle away from the Fighter.)

TIER THREE: SEVEN MARTIAL SKILLS LEARNED

KNIGHTLY:
While wearing Full or Fitted armour, the Fighter can use their Brawn or Moxie in place of Hotness for Disposition checks. The Fighter can also use the Protect martial skill without the need for a Dice Challenge, and using only 1 Tactical Action.

FLEETFOOT:
While wearing Skimpy or Light armour, moving does not require a Tactical Action.

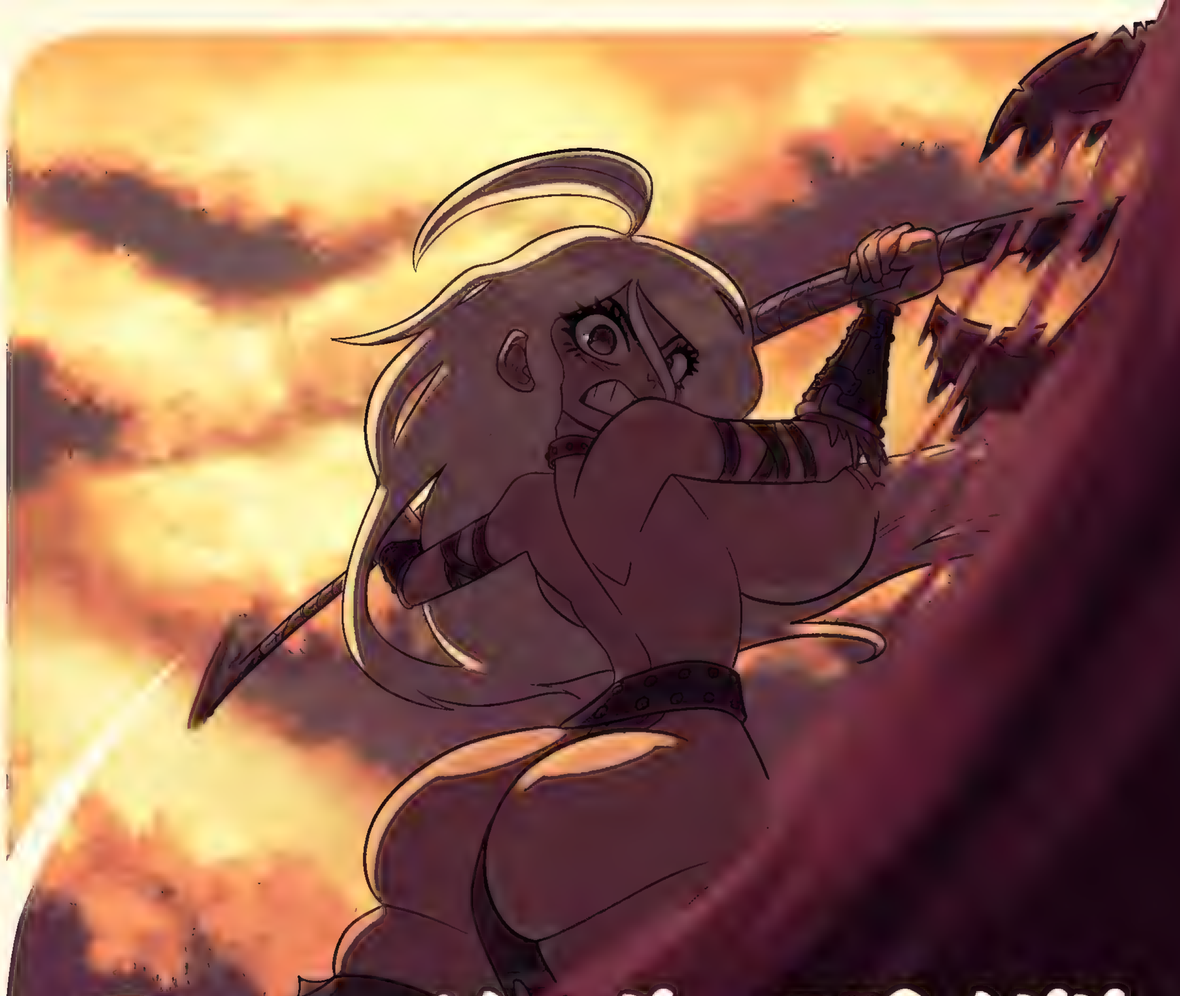
SECOND WIND:
While wearing Medium armour, the Fighter can spend one Exertion Use to heal their Life, equal to their Brawn multiplied by their Moxie. For example, if their Brawn is 3 and their Moxie is 4, Second Wind heals 12 Life.

TIER FOUR: NINE MARTIAL SKILLS LEARNED

ROAR:
The Fighter can spend one Exertion use to intimidate any injured humanoid enemies into becoming non-hostile. (DC14 to resist, or at the GM's discretion.)

BY THE SCRUFF:
The fighter can restrain one humanoid enemy with one hand, while attacking with the other, using one Combat Action. (DC 12 to wriggle away from the Fighter)

'ARD:
While Brawling, the Fighter deals double Brawn damage using fists or improvised weapons.



Martial Skills

are feats of strength and combat prowess that -much like Utility Spells and Blood Magic- must be taught by masters of the craft of violence. Martial Skills can be learned in city Arenas during Downtime, and require a successful Dice Challenge to be performed.

1) Drop Kick
(DC 14 + Brawn)
- Kicks an enemy that is Adjacent to you Far, or into any Nearby or Far objects.
- D6 + Brawn damage.

2) Taunt
(DC 12 + Moxie)
- Goads d4 enemies into attacking you on their turn.
- Causes no damage.

3) Cleave
(DC 15 + Brawn)
- Attacks two Adjacent enemies with a basic attack, one after the other.
- If the first target is killed, any excess damage is delivered to the second target.

4) Second Wind
(DC 17 + Moxie)
- Restores 1 Exertion Use, or 2 Tactical Actions.
- Restored Tactical Actions can be used immediately.
- Exertion cannot go above your maximum Uses.

5) Backstab
(DC 16 + Brawn)
- Twirls behind an Adjacent target to deliver two basic attacks.

6) Barrage Shot
(DC 18 + Brawn, requires a Bow)
- Quickly fires d4+1 basic attacks to a Nearby, Far or Distant target.

7) Parry
(DC 15 + Moxie)
- Uses your Combat Action to brace yourself for an enemy attack.
- If an enemy attacks you, negate the damage and perform a basic attack on that enemy immediately.

8) Flash the Goods
(DC 15 + Hotness)
- Seduce an enemy into attacking an allied target instead of yourself.
- The target is non-hostile to you until you make another attack against them.
- If combat ends and the target is still alive, add +10 to a Disposition check with that target.

9) Lunge
(DC 14 + Brawn)
- Makes a basic attack at an enemy that is Neaby or Far, and brings you Adjacent with the target.

10) Protect
(DC 12 + Moxie, uses 2 Tactical Actions)
- Allows you to take any damage aimed at an Adjacent ally.
- You can use this Skill alongside a Combat Action.

Your Day in the Arena

Roll a d6 to determine if you actually learned your chosen skill during your Downtime spent in the Arena. It's easy to get distracted in the poorly lit undercrofts, surrounded by half naked specimens of peak physical fitness and soft touched healers. And a conk on the head doesn't bode well for remembering things.

1.
You take a vicious blow to the head during the first seconds of the first match, and are carried out of the fighting pit to the sounds of uproarious laughter and jeering. You don't learn a skill, and you gain a Vice from the humiliation.

2.
Instead of actually fighting, you spend the day oiling, massaging and fucking the fighters. You don't learn a skill, but you have a very fun time.

3.
You hold your own in the fighting pit, and despite your defeat, are able to learn a skill.

4.
Your battle goes well, and ends in a close, crowd-pleasing victory. You learn a skill.

5.
Your battle goes a little too well, and you flaunt and entertain the crowd while waiting for another opponent. They also fall to your blade, though the fight was more challenging, and you leave the arena beaming with pride. You earn two skills.

6.
Opponents fall left and right at your hand, replaced as quickly as they drop. Eventually you're dropped by an unseen blade, but the crowd chants your name as you're dragged into the undercroft. Backstage, fighters applaud your prowess and showmanship, clapping you on your blood-drenched back, fondling your genitals and demanding you sign your name to their skin and swords. The manager of the arena showers you in d100 x d6 jade, and you earn two skills.



The Thieves Guild

Dwelling in the sewers and storm drains of every major city. Thieves Guilds are beloved by the poor, despised by the middle class, and largely unnoticed by the rich. Selling stolen goods through a network of fences, or ransoming objects with obvious sentimental value, the Thieves Guild uses a percentage of their profits to fund bunkhouses and basic healing services for the poor, as well as boarding schools, orphanages, food banks and thrift stores for clothing. What that percentage actually is varies from Guildmaster to Guildmaster, but these philanthropic efforts aid greatly in making sure thieves aren't caught and witnesses keep their mouths shut.

In recent years, a sort of subscription service has been devised, wherein a wealthier home can pay a monthly fee to avoid having their windows smashed and their stuff nicked. This subscription service has greatly increased the revenue generated by the guild, and has improved the quality of life of Mundain's poorest citizens by quite a large margin.

Just don't call it a tax.

Donating Treasures to the Thieves Guild allows an adventurer to learn some tricks of the trade. The value of the Treasures isn't important, just the quantity. These Thief Skills are learned sequentially, from top to bottom.

SNEAKY:
One Treasure total.

While wearing Skimpy or Light armour, you do not add your armour to any Stealth Checks.

SHANK:
Three Treasures total.

When attacking an enemy from behind, daggers & short swords deal 3d4 damage.

PEEKY:
Five Treasures total.

You can peek into the next room without the use of a Smarts or Stealth Check.

WHIRL:
Seven Treasures total.

If you have a Tactical Action at the end of your turn, if an enemy attacks you, you can dodge the attack and reposition yourself behind the enemy. DC10 to succeed. Requires Skimpy or Light Armour.

ROPE DAGGERS:
Nine Treasures total

You can use daggers & short swords as ranged attacks, having tied special elastic ropes to them. Can also be used as a grappling hook.

SKILLFUL FINGERS:
Eleven Treasures total

Add +8 to any lockpicking challenge, and when disarming mechanical traps.

THE BLACK HOOD:
Thirteen Treasures total

You're seen as a full-fledged member of the Thieves Guild. You can hire up to three Thief, Courtesan or Mercenary retainers without needing to pay for their services. You also get your own hooded poncho, which adds +2 to your Armour save when worn with Light armour, or +4 with Skimpy armour.

The Thieves Cant

The stupid language thieves use when planning crimes. Everyone knows this language, and those that don't pick it up immediately.

Rope Winch = Pinch (steal)
Sucker Shark = Mark (target)
Old Maid = Jade (money)
Flower Stems = Gems
Fortunes Told = Gold
Less Light = Tonight
Mother's Sorrow = Tomorrow
Tub of Lard = Guard
Bursting Bank = Shank (stab)
Rather Handsome = Ransom
Broken Bard = Under Heavy Guard
Empty Hole = Light Patrol
Nice 'n' Gentle = Sentimental
Frozen Ice = High Price
Drunken Spittle = Worth Little
War Chief = Fellow Thief
Children's Locket = Pickpocket
Run Free = Key
Rampant Rage = Cage
Housekeeping = Sleeping
Shameless Flirt = Alert
Little Hope = Rope
Bard's Crescendo = Window
Off yer Arse = Glass
Nice 'n' Bright = Skylight
Piss Poor = Stone Floor
Broken Jug = Thick rug
Bitch 'n' Moan = Throne
Cord Cable = Table
Ears of Elf = Shelf
Brought Low = Bow
Daft Shagger = Dagger
Green Glade = Blade
Loose the Drawstring = Grab Everything
Throw a Bone = Leave it Alone
Hunter's Prey = Run Away
Wrong 'n' Right = Stand and Fight
Time for Sun = We're losing, run
Who's Burnt Bread? = Who's dead?



Becoming a Cleric

You've been anointed by Gap'r, demigod of hedonism, to preach the universal constant. You're not some preachy paladin giving out science lessons and kicking ignorant heads off in equal measure, your role is to provide pleasure, and rid the world of sources of pain and misery. And thanks to those tentacles that have started growing out of your back, that's never been easier.

After 3 sessions of Downtime in a brothel, each rolling a sex quality of Great or higher, the player can choose to become a Cleric, and gain 1 tentacle. Each additional tentacle requires another 3 Downtime sessions of Great sex or higher in a brothel, for a maximum of three tentacles.

Clerics lose -1 Hotness permanently, and can only wear up to Medium Armour.

Cleric Tentacles

A cleric's tentacles are incredibly dexterous, allowing their wielder to aid their allies and themselves in and out of combat.

Clerics gain up to 3 tentacles after 3 Downtime sessions each of Great Sex in a brothel. Each tentacle requires an Action to use, either a Combat or Tactical Action, as decided by the Cleric, allowing all three tentacles to be used in a turn. Tentacles have various uses in and out of combat, as seen below. After gaining their first tentacle, clerics gain all of the abilities below, but additional tentacles allow Clerics to perform these abilities more, or use multiple abilities in a given turn or situation. Finding creative uses for tentacles is greatly encouraged, and potential ideas should be discussed with your GM.

IN COMBAT:

1) Tentacle Attack:

The tentacle makes a basic attack with a melee weapon, at a range of up to Distant. Tentacle Attacks using Tactical Actions deal half damage, rounding up. A weaponless tentacle deals d4+1 damage.

2) Intercept:

If the Cleric has any Tactical Actions at the end of their turn, they can choose to take the damage aimed at an ally during an enemy's turn. The tentacle has the same armour save as the Cleric. Shields held by tentacles do not require an additional Tactical Action to use when using Intercept.

3) Un-prone:

If the Cleric has any Tactical Actions at the end of their turn, they can use the tentacle to get an ally back on their feet, without the ally spending a Tactical Action.

4) Steady & Stealthy:

The Cleric can use a tentacle to add d6 to a Difficult Terrain or Stealth check to themselves or an ally.

5) Restrain:

The Cleric can use a tentacle to restrain a humanoid sized creature (DC12 to escape.) At the GM's discretion, larger creatures may require more tentacles.

6) Calming Cuddle:

The tentacle removes the Terrified, Berserk, Horny or Charmed status effect.

OUT OF COMBAT:

1) Lurid Buff:

The tentacle increases the Cleric's or an ally's Smarts, Brawn, Moxie or Hotness by +2 for 1 combat encounter. A Lurid Buff can only be applied once per person per combat encounter, and the effect only applies in combat.

2) Saved From Swallowed:

The Tentacle adds +1 to the Cleric's or an ally's roll when rolling on the Swallowed table.

3) Fiveplay:

The tentacle adds d6 to all Sex rolls for either the Cleric or any nearby ally.

4) Extra Partners:

Each tentacle adds +1 to the Cleric's maximum sexual partners score.

5) Post-Tentacle Clarity:

Once every 24 hours, a tentacle can attempt to remove a Vice from an ally. Roll a d6 and add the Cleric's Hotness. on a 7 or higher, the Vice is lost. Note that the Cleric cannot remove their own Vices with Post-Tentacle Clarity.

6) Creepy Clambering:

The tentacle adds d6 to the Cleric's or an Ally's score when rolling for climbing, crossing difficult terrain, stealth, or other movement-based DCs.



Becoming a Warlock

With your last breath, you called out for someone, anyone, to help. Unfortunately, the Fae answered, and for the price of your life, the debt is immeasurable.

Players can choose to become a Warlock on the third turn of being Downed, just before they're about to die. Upon becoming a Warlock, they revive with full Life, Spell Uses and Exertion, and must roll for a Warlock Patron.

Remember: Becoming a Warlock can drastically alter your playstyle. Sometimes it's better to die.

Warlock Patrons

Like all Fae, they are creatures made manifest through a combination of their own giant ego and concentrations of latent primordial magic. They are not of this world, in fact they seem to be reborn from the thirteen previous worlds.

*Every Patron offers a **Boon** and a **Bane** that comes into effect when Levelling Up. These slowly warp the Warlock into their Patron's ideal form, but can alter their role in their party.*

*In addition to Boons and Banes, Warlocks suffer a cumulative **-1 Disposition** every time they level up, as they slowly become more strange and warped. Patrons also bestow abilities to their Warlock as they level up. Check each Patron's page for details.*

1) The Antler Man:

Boon: +1 Smarts every Level Up
Bane: -1 Moxie every Level Up

2) The Faerie King:

Boon: +1 Hotness every Level Up
Bane: -1 Smarts every Level Up

3) The Sand Witch:

Boon: +1 Exertion every Level Up
Bane: -1 Brawn every Level Up

4) The Cowled Lady:

Boon: +1 Brawn every Level Up
Bane: -1 Hotness every Level Up

5) The Jovial Fellow:

Boon: +1 Moxie every Level Up
Bane: -1 Exertion every Level Up

6) The Mad Stray:

Boon: +4 Spell Uses every Level Up
Bane: Roll a d4 and subtract 1 from the resulting Ability:
1) Smarts
2) Brawn
3) Moxie
4) Hotness

Seeking Specific Patrons

While Warlock Patrons appear at random to the dying and desperate, their corporeal forms do exist throughout Mundain, and some adventurers travel to beseech a specific Patron's aid, aware of the cost of their bestowed power.

Travelling to the domain of a Patron to willingly become a Warlock is a campaign defining experience, and should be discussed among the aspiring Warlock's party. The right adventurer with the right Patron can become incredibly powerful, so GMs should prepare accordingly.



The Antler Man

A cloaked figure with an endless hunger for fresh knowledge, arcane rituals and forgotten secrets. The Antler Man stalks the depths of Karkus. Carrying some alien fruit and wearing the skull of an imaginary animal, The Antler Man is clearly not of this world, but his motives are reliably simple.

Warlocks of The Antler Man grow gaunt and sleepy, and their ever expanding intelligence makes them sardonic and nihilistic. Small horns grow randomly from their head, and they quickly grow bored when away from a good book.

Warlocks of The Antler Man gain +1 Smarts, but lose 1 Moxie every time they Level Up. Every 2 times an Antler Man Warlock levels up, they gain one of the abilities below.

ENDLESSLY INQUISITIVE:
Two Level Ups

The Warlock can reroll any out-of-combat Smarts requiring Dice Challenges, such as lockpicking.

UNFINISHED BUSINESS:
Four Level Ups

Once per 24 hours, the Warlock can get back up with 1 Life after being Downed.

DERISIVE DUELLIST:
Six Level Ups

The Warlock can use their Smarts when attacking or defending, instead of Brawn or Moxie.



The Faerie King

Unlike his cryptic colleagues, the Faerie King does not speak in rhymes and riddles. Instead, he tells stories of his world, a world of chivalric knights and noble lords, rolling plains and magical forests, all of which he corrupted and destroyed for the fun of it. Now, deep inside Seedswallow Swamp, he has returned to corrupt the world anew.

Warlocks of The Faerie King act like these Arthurian Legends, behaving with a sense of chivalry, honour and loyalty to their king in a world where these concepts never existed. All the while being morphed into beautiful, gullible, pastel-haired and pink-eyed idiots.

Warlocks of The Faerie King gain +1 Hotness, but lose 1 Smarts every time they Level Up. Every 2 times a Faerie King Warlock levels up, they gain one of the abilities below.

NOBLE STEED:
Two Level Ups

While mounted on either a Mountable Creature or a fellow adventurer, all the Warlock's melee attacks deal an additional d6 damage.

DUTY BOUND:
Four Level Ups

The Warlock learns the Taunt and Protect Martial Skills, and can use their Hotness instead of their Moxie when rolling the Dice Challenge.

GALLANT KNIGHT:
Six Level Ups

The Warlock can use their Hotness instead of their Moxie when making an Armour Save.



The Sand Witch

One of the few Fae to inhabit the Red Desert, The Sand Witch endlessly gallops across the cracked wastes, seemingly with the only motive of beating their previous record from end to end. While most Fae find homes among enchanted forests and mythical swamps, The Sand Witch remembers a dying world of endless sand and disparate slave cities, where one's ability to survive a journey was determined by their stamina.

Warlocks of The Sand Witch inherit a strange, striped tail, growing lithe and tall from an overcharged metabolism. They're a lethargic bunch, but prone to bursts of extreme speed. They're rarely seen without a meat bun in their mouth.

Warlocks of The Sand Witch gain +1 Exertion, but lose 1 Brawn every time they Level Up. Every 2 times a Sand Witch Warlock levels up, they gain one of the abilities below.

PIGGY BACK:
Two Level Ups

The Warlock can act as a Mount for any one allied adventurer, regardless of size or Brawn.

BACON SANDWICH:
Four Level Ups

The Warlock can eat 3 rations with a Tactical Action to regain 1 Exertion in combat.

RAMPANT RABBIT:
Six Level Ups

The Warlock can spend two Exertion uses to immediately take another turn, refreshing their Combat and Tactical Actions.



The Cowled Lady

She is terrifying. Prowling the sodden, burnt forests of The Taint, The Cowled Lady is a mangled husk, riddled with scar tissue from innumerable cuts, burns and bites. Warriors see themselves in her broken visage, what unquenchable rage and unbridled violence does to a person. And the truly desperate will beseech her aid anyway.

Warlocks of The Cowled Lady become frighteningly strong, but increasingly covered in ugly, misshapen battle scars. They are sullen and depressing to interact with, but come alive in battle, whirling through enemies with a petrifying ferocity.

Warlocks of The Cowled Lady gain +1 Brawn, but lose 1 Hotness every time they Level Up. Every 2 times a Cowled Lady Warlock levels up, they gain one of the abilities below.

KILL:
Two Level Ups

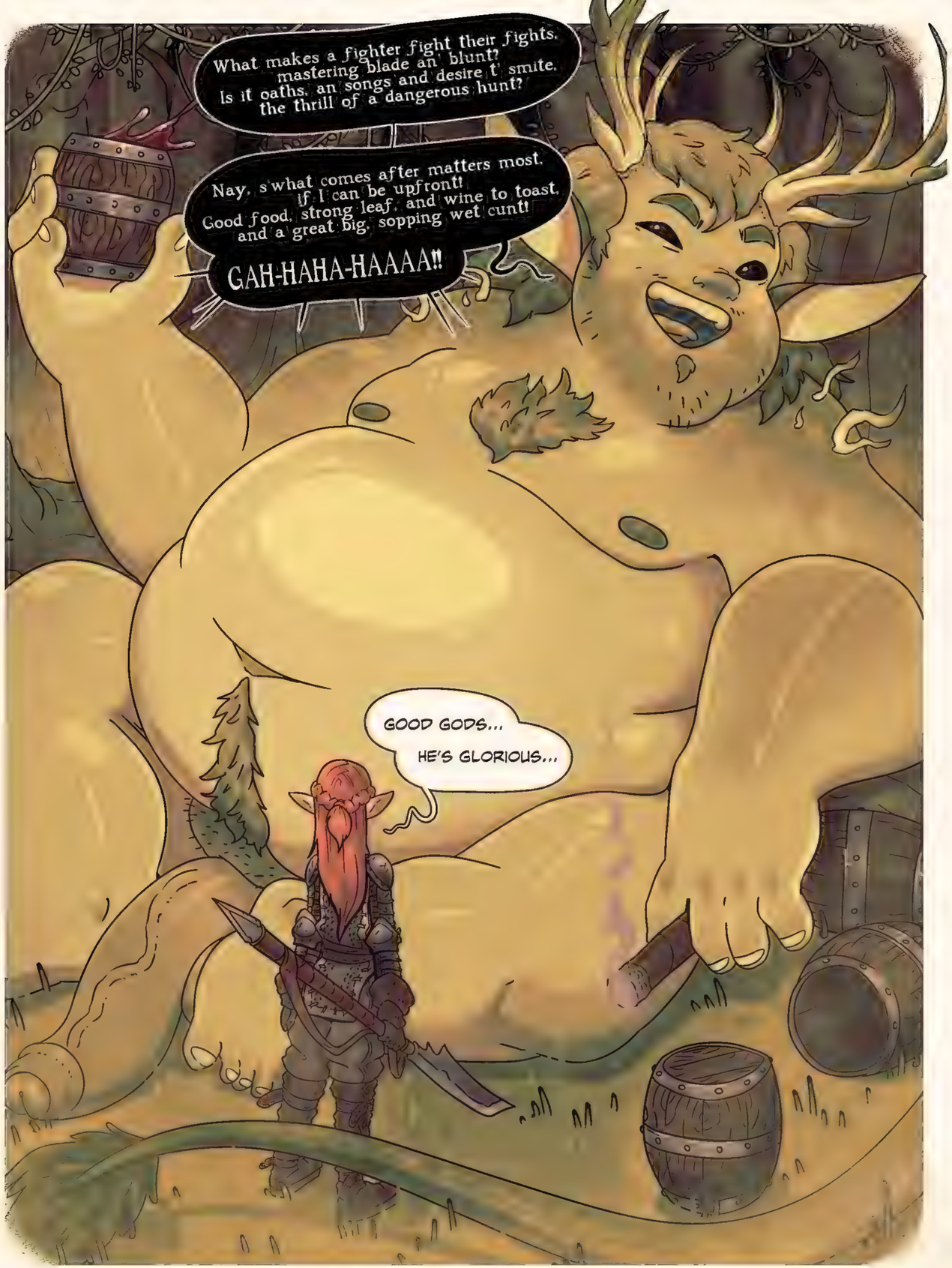
If the Warlock downs an enemy, they can choose to immediately kill them, without needing to use a Combat Action.

KILL THEM:
Four Level Ups

The Warlock becomes immune to the Berserk status effect. Instead, the Warlock can choose to become Berserk at any time during combat, and remove the Berserk status effect at any time.

KILL THEM ALL:
Six Level Ups

If the Warlock downs an enemy, they regain their Combat Action, which they can use immediately.



The Jovial Fellow

You can hear his uproarious guffawing from across Seedswallow Swamp, the ethereal laughter of The Jovial Fellow. His motives seem simple, to eat, drink and be merry, and his warlocks reflect that, slowly turning green, fat, and black-eyed, and meeting death and danger with a hearty laugh.

Warlocks of The Jovial Fellow are exceptionally tough, but increasingly lazy, and would much rather be leading a drunken chorus at the local tavern then out adventuring. They're a cheerful lot, even in the most dire of circumstances, but their green skin and black eyes make people wary all the same.

Warlocks of The Jovial Fellow gain +1 Moxie, but lose 1 Exertion every time they Level Up. Every 2 times a Jovial Fellow Warlock levels up, they gain one of the abilities below.

DRUNKEN GENIUS:
Two Level Ups

*Being Drunk no longer increases Dice Challenges by +3. Instead, being Drunk **lowers** all Dice Challenges by -2.*

HEFTY:
Four Level Ups

Any attack from an enemy that would cause the Warlock to move still does damage, but the Warlock remains in place.

HEALING SPONGE:
Six Level Ups

Add d6 Life to all sources of Healing when the Warlock is being healed, including potions, magic spells, and sex.



The Mad Stray

A bizarre creature with a wicked grin, The Mad Stray flutters around Seedswallow Swamp at night, posing riddles and playing games with hapless wanderers. His arms are riddled with astral charts of a similar sky, but his mannerisms and puzzles allude to a world too unusual to describe or decipher, and his Warlocks reflect this.

Warlocks of The Mad Stray gain the same glowing green eyes and astral charts along their arms, slowly losing their minds and bodies to their patron's mad whims. They tend to smile a broad, toothy grin, often when all seems lost.

Warlocks of The Mad Stray gain +4 Spell Use, but lose -1 on an ability every time they Level Up, determined by a d4 roll.

1) Smarts 2) Brawn 3)Moxie 4) Hotness

Every 2 times a Mad Stray Warlock levels up, they gain one of the abilities below.

GLOWING GREEN EYES:

Two Level Ups

The Warlock gains glowing green eyes, that act as a light source similar to a lantern or torch. When the Warlock's eyes are open, this negatively affects any Stealth rolls for the party, similarly to other light sources.

CHEATING A CHEATING FATE:

Four Level Ups

The Warlock learns the Cheat Fate Utility Spell. Instead of being used once per day, Cheat Fate costs 10 Spell Uses. Cheat Fate can be used on any DC roll, even those rolled by other adventurers.

DISTORTED DESTINY:

Six Level Ups

The Warlock can use a Spell Use to add +2 to the result of a Dice Challenge roll that they perform, for as many Spell Uses as they have.

Camping in The Wilds

Camping comes in two varieties, Overnighting and Hunkering Down. Overnighting is the simple act of stopping to sleep, eat and heal during a game session. Overnighting lasts eight hours, and heals every character's Life, Exertion and Spell Uses, as well as curing any status effects. Hunkering Down is the act of using your Downtime while out in The Wilds. Without the comforts of the city, Hunkering Down offers different activities than the urban sprawl.

Remember: Retainers will perform their tasks whether Overnighting or Hunkering Down.

Hunkering Down Activities:

Foraging: *Collecting useful ingredients, rations and water.*

Taming Mountable creatures: *For easier travel on the road.*

Musical practice: *For increasing your Bard Proficiency.*

Orgy: *For temporary Life increasing and removing Quirks.*

Sparring: *For teaching and sharing spells and Martial Skills.*



Foraging

A crucial skill for those on the road, foraging lets adventurers restock their supplies without the hassle of returning to town.

When foraging, first roll d6 x Smarts. Then use that score to determine the number of times you roll d20 on the foraging table below. Foraging takes the entirety of your Hunkering Down time.

1.
*Desperately scrabbling around in the mud, you gain the **Filthy** status effect.*

2.
A handful (d4) of Cave Mushrooms. Causes Feral Goblins to become non-hostile.

3.
*You realise you could actually use mud. You gain (d4) globs of mud. Throwing them at enemies causes **Blindness.***

4.
You gather up (d4) rocks you could throw at enemies. (d4+1 damage).

5.
A fistful of Soothsalt. Enough to cure (d4) instances of Poison.

6.
You find enough ivy to make 30ft of rope.

7.
*A handful (d4) of Coomshrooms, potent aphrodisiacs. You taste one and gain the **Horny** status effect. Add d6 to your next Sex rolls by eating one.*

8.
You find a patch of Phallungus. Add +5 to your next Orgy.

9.
A spoonful of Slimeweasel goo. Add +1 Smarts for 24 Hours.

10.
A shearing of Grumblebee honeycomb. Add +1 Moxie for 24 Hours.

11.
A smear of Hellpepper juice. Add +1 Hotness for 24 Hours.

12.
A small pool of Beefbug saliva. Add +1 Brawn for 24 Hours.

13.
You find an orchard of delicious wild crapples! Add (2d6) to your rations, or share them among your allies.

14.
You discover a stream of crystal clear water! Add (2d6) to your Water, or share it among your allies.

15.
You happen upon a skeletal hand gripping a weapon. Roll on the Weapon Loot Table.

16.
You find a corpse with a scrap of armour still attached. Add +1 to yours or an ally's armour.

17.
You discover enough wyrdwood sap and fun-fungus to make (d4) Mana Potions!

18.
A cup of skizzard shedskin and some wyrdwood sap, enough for (d4) Healing Potions!

19.
You stumble across a dead-drop of Whiffsniff powder, enough to regain (d4) Exertion!

20.
You find a hidden treasure chest! Roll (d4) times on the Loot Table!

Sparring

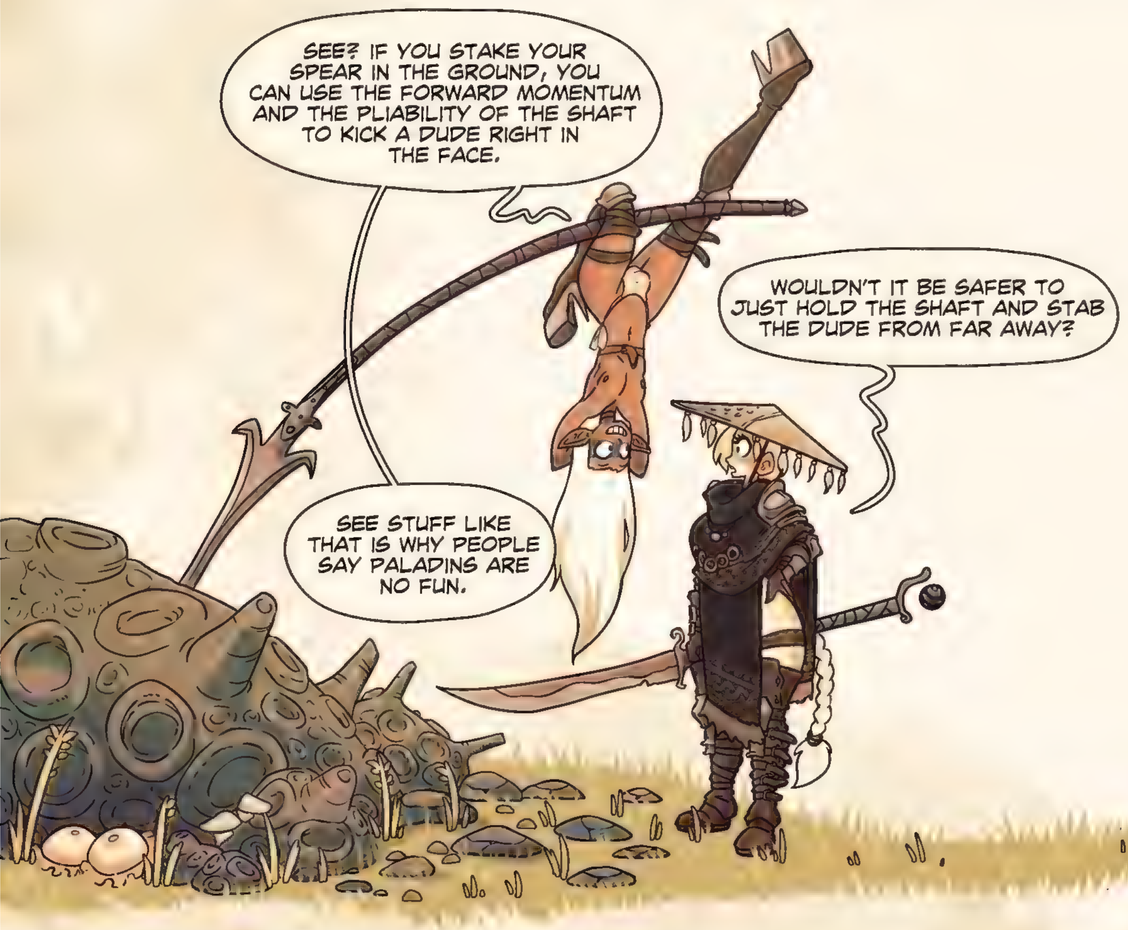
Out on the frontier is a great place for colleagues to share skills and teach each other some handy tricks.

Sparring allows one adventurer to teach a Martial Skill or Spell to another adventurer, allowing them both to use it. Sparring requires the entire session of Hunkering Down time for both the teacher and the student. There are prerequisites to being able to learn some spells and skills, however.

*In order to learn **Light or Death Magic**, one must **already know at least one spell** from those schools of magic. For example, a spell caster who only knows Death Magic can't learn the Heal spell from Sparring.*

*In order to learn Utility spells, one must **already have at least one Spell Use**.*

***Class Skills**, such as the Dancer's Dagger Heels skill or the Fighter's Bulwark skill, **cannot be shared**, except to those of the same class. **Martial Skills,** however, can be taught freely.*



Bard Practice

Foraging, fighting or fucking, spirits are always lifted by a musical accompaniment. And out in the wilds, you're slightly less slightly to have a mug thrown at your head.

Bard Practice allows bards to increase their Bard Proficiency without needing to perform in a tavern. Bard Proficiency increases by 2 for every Hunkering Down session, and the music practiced gives a small buff to the bard and their party. Roll a d6 to determine what kind of music the bard plays during their practice.

*1. You play a solemn tune about humanity's great exodus south, with fluttering melodies that allude to the new call to adventure. **Your party gains +3 Life for 24 hours.***

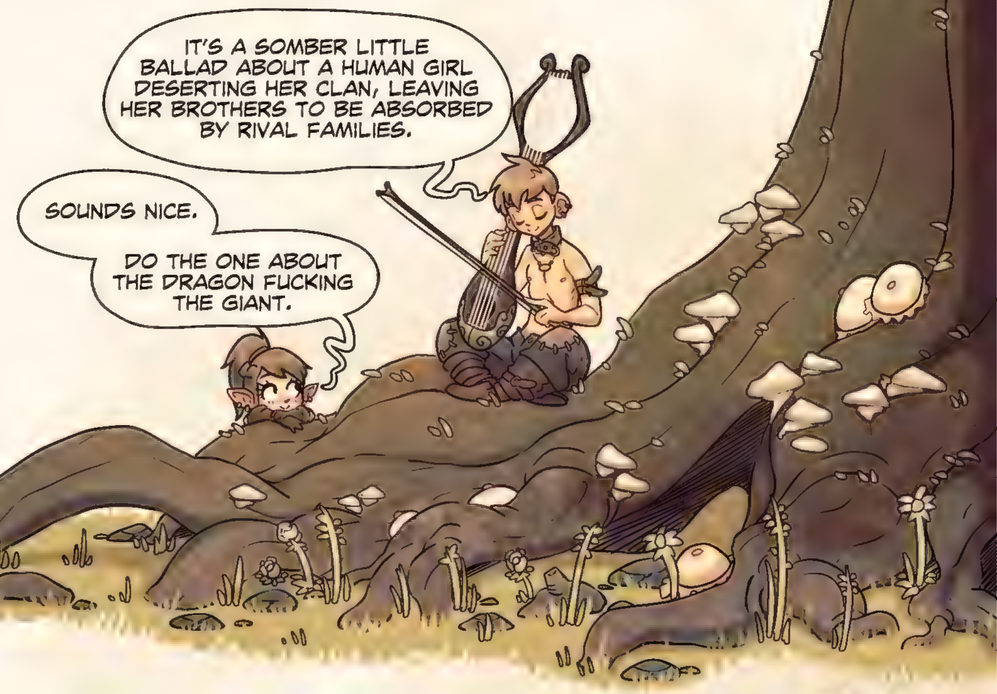
*2. You play the tavern ballad about a Dweller that falls in love with a Centaur, and through impressive acrobatics, enjoys his whole member. **Your party gains +1 Hotness for 24 hours.***

*3. You play a marching, upbeat tune about a mythical dungeon filled with treasure, tits, and easy to murder monsters that bleed gloriously. **Your party gains +1 Moxie for 24 hours.***

*4. You play a saucy traditional dwarfish serenade, usually performed after a particularly erotic argument. **Your party gains +1 Brawn for 24 hours.***

*5. You perform an exhaustingly intricate melody that details the many strange and wonderful teachings of T'hot, the goddess of life. **Your party gains +1 Smarts for 24 hours.***

*6. You play a soothing ambience that seems to harmonise with the sounds of nature around you. It's an absolutely divine experience. **Your party loses 1 Vice each.***





ORGIES

Beings of peak physical fitness and mental alacrity, plunging themselves into adrenaline fueled life-or-death situations. It's inevitable that they're eventually going to want to fuck eachother's brains out.

*Orgies use **Downtime** to bolster participants Life and abilities for their next session. Their effectiveness increases with the adventurer's Level, so Orgies are especially useful for higher level parties that have learned all the spells and skills they need, and have little else to accomplish in their Downtime otherwise.*

ORGY RULES:-

When having an orgy, every participant rolls a d20 and adds their highest Ability score, then divides by the number of participants, rounding up. Foraged Phallungus and Strumpet Retainers also add to an Orgy Score, so it's a good idea to invest in those beforehand.

Once the Orgy Score has been determined, use the table below to discover the effects. The effects of an Orgy are additive, so for example if the participants have a Great Orgy, they also gain the effects of a Fun and Awkward Orgy. Because all orgies are a little awkward.

1-5) AWKWARD:-

All knees, elbows and giggling, but everyone got their rocks off.

Every participant loses a Vice.

6-10) FUN:-

A wholesome evening of using orifices on other orifices

Every participant gains Life equal to their Level for 24 hours.

11-15) GREAT:-

Sweaty, empty adventurers litter the ground, sighing contentedly after a job well done. Multiple jobs, in fact.

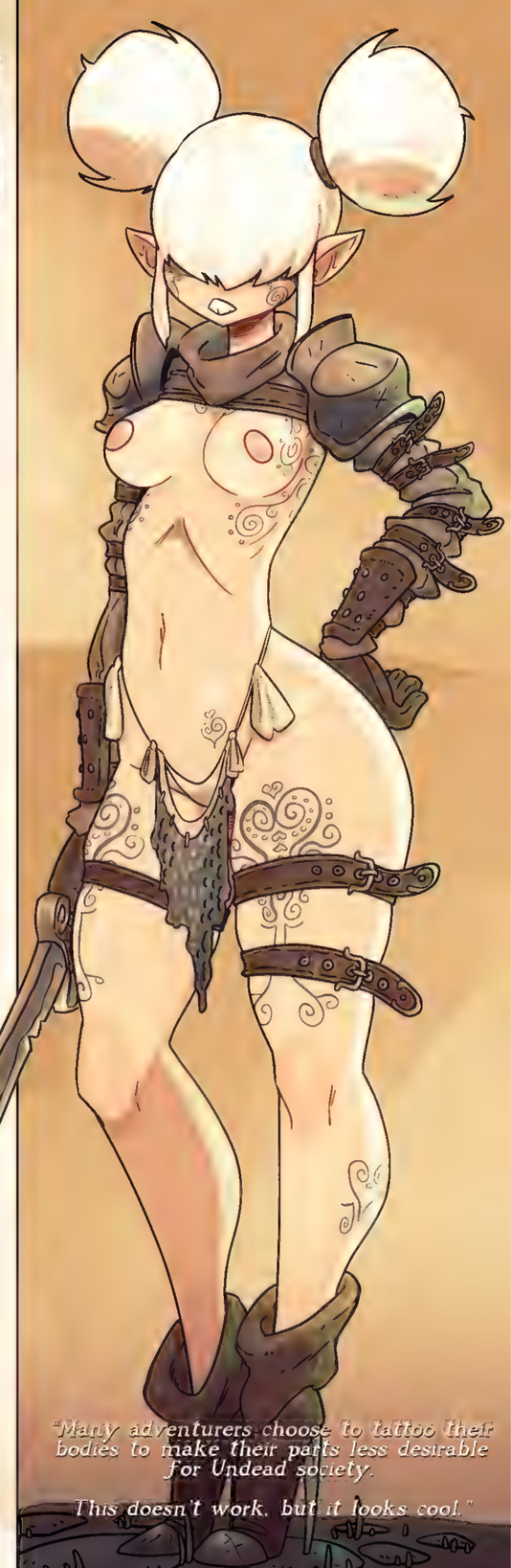
Every participant gains +1 Exertion for 24 hours.

16-20+) PHENOMENAL:-

Bards get thrown out of bars for singing songs about last night's filthiness.

Every participant increases an ability of their choice equal to half their level for 24 hours, rounding down.

For example, if a participant is level 7, they can add +3 to their Smarts, Brawn, Moxie or Hotness.



"Many adventurers choose to tattoo their bodies to make their parts less desirable for Undead society.

This doesn't work, but it looks cool."



INNS & TAVERNS

The beating heart of the adventurer economy, where sword-swinging wannabes and dick-swinging mercenaries gather to share outdo each other in belly and bravado. Drinking, fighting, fucking and gambling in order to gain the attention of shadowy strangers and those in need of help.

As a means of providing structure and a smooth transition from that sometimes awkward 15 minutes of introductory roleplaying into getting a quest, the next few pages provide some activities for adventurers to do in order to gain the attention of quest-givers.

Adventurers are common - even rife - throughout Mundain, and it's up to the party to stand out amongst the crowd. Participating in some of the activities on the next few pages gives opportunities for party members to meet and greet while earning a little extra money and fame.

DRINKING GAMES:-

Prove your mettle by out drinking all challengers. Though being Drunk makes everything harder, so it might be better to do the quest tomorrow.

ARM WRESTLING:-

A noble strength contest, with added humiliation. Probably the least dangerous way to prove your worth, providing you win.

LUCKY SEVEN:-

Mundain's version of Craps, a fun little gambling game that usually ends in a fight. It's a good idea to buy everything you need before playing.

BRAWLING:-

The almost inevitable result of the first three. You're in no danger of death during a Brawl, but you might lose a few teeth.

SEX:-

Putting on a show in the middle of the establishment is the easiest way to get attention, and those with nothing to prove, prove everything.

Renting a room costs between 20j-50j per night for two people, and heals their Life, Spell Uses and Exertion to full.

DRINKING GAMES

A popular method of solving disputes, making friends, gambling, learning secrets and generally passing the time. Landlords encourage them as they boost sales, bounty hunters love them because drunken nuisances can be turned over to the town guard, and adventurers enjoy proving their prowess without needing to fight anybody.

HOW TO PLAY:

Drinking games involve player characters and NPCs gulping rounds of alcoholic beverages until they give up.

The DC of this game starts at 2, and increases every round depending on the type of drink. Participants roll a d20 + Moxie to drink. Most NPCs have a Moxie of +1, but the DM can add or subtract to this depending on how much of a badass the NPC is.

The game ends when all participants except one fail the DC.

The last participant standing is the winner.

Rolling a natural 1 means you puke everywhere and everyone laughs at you, and you gain a Vice.

DRUNK?

*Once the combined DC of alcoholic drinks has **exceeded** your Moxie, you become Drunk.*

*(For example, an adventurer with +4 Moxie can drink two glasses of Wine, **or** one Scum Rum, before getting Drunk.*

When you're drunk:

-All combat and social DCs are increased in difficulty by +3.

-Time Taken and Time Resting during Sex multiplies by 2, but Quality is never more than Mediocre.

-Poison is cured.

-It'll take you 2d4 hours to sober up.

DRINKS:

Beer:	*+1 DC, 2j*
Wine:	*+2 DC, 3j*
Spirits: (Gin / Vodka / Tequila etc)	*+3 DC, 5j*
Scum Rum:	*+4 DC, 8j*



It's not uncommon to find impoverished adventurers drunkenly sprawled over a tavern bench of an evening, as providing entertainment for the rest of the bar usually leads to a free night's sleep, albeit wherever they pass out. It's not the most noble method of sleeping indoors, but it's a great way to make - and immediately forget - friends.



Arm Wrestling

The sport of gentlemen, used to solve the unsolvable, and prove a prospective employee's mettle in the presence of any potential quest givers. And if you lose, you could always grab a barstool and crack the winner in the back of the head.

Arm Wrestling is a push-and-pull dice roll off using a d20 and adding the Brawn of the player and challenged NPC to each roll. The goal of the player is to get to 3 points, scoring a point when they roll higher than the GM, and losing a point when the GM scores higher. The player loses when they reach -3 points. The diagram below should help keep score.

Player Loses — *Start Here. Roll d20+Brawn.* — *Player Wins*

-3 -2 -1 0 +1 +2 +3

Lucky Seven

Mundain's most popular dice game, Lucky Seven is played throughout taverns across the southern cities. Half the fun of the game is chasing snatch-and-runners through city alleyways, or the inevitable bar brawl when someone bets something they shouldn't.

Lucky Seven is a tavern dice game requiring at least four players and 2d6 dice. Players take turns to be the roller, while the other players, known as callers, slowly increase the pot with small bets and guess the number about to be rolled.

*The roller - The current roller of the dice. The roller keeps rolling dice until they roll any combination of a 7. Once they roll a 7, they win the current pot. After this, a new roller is chosen. Rollers do **NOT** bet. Players can roll off to determine who becomes the roller, highest roll winning.*

The callers - The other players. They pay a small, pre-agreed bet (usually between 1 and 10j) every roll, guessing the number about to be rolled. If they guess correctly, they win a portion of the pot.

Calling 2,3,11 or 12 successfully gives you 100% of the current pot.

Calling 4,5, 9 or 10 successfully gives you 50% of the current pot.

Calling 6 or 8 successfully gives you 25% of the current pot.

Any winnings are taken immediately, and the game continues with the current roll.

If no one successfully calls a number, the pot remains and is added to with additional bets.

If 2 or more players successfully call the correct number, the pot is split between them.



TEMPLES & MONASTERIES

In the old days, these were places of vicious indoctrination and desperate subservience to the Moonthings and their appointed lords. But ever since the Great Hootenanny, the demi-god T'hot repurposed them into places of learning, and the headquarters of her Paladin Order. Here, temple priests teach practical skills, critical thought and the sensible use of Light magic, while Paladins adorned with golden rings swear vows to smite the Fae and combat injustice in T'hot's name.

Temples and monasteries can be found in urban centres throughout Mundain. Adventurers often use their Downtime to attend ***Lectures****, which confer various benefits, found on the next page.*



Attending a Lecture

For a modest fee, Mundain's temples offer lectures on mathematics, alchemy, anatomy, food preparation, assumed history, entomology, cunnilingus, and learning to read, though most adventurers are more keen on the study of healing Light magic. If one can suffer through the seemingly endless droning of today's lecturer, one can find useful skills, or at least inner peace, in the halls of their local monastery.

Attending a Lecture costs 50j and uses one session of Downtime. There are two types of lectures available, Academic and Magical. Academic lectures are better for removing Vices, while Magical lectures can grant the ability to use Light Magic. Roll a d12 and add your Smarts to determine the result of your lecture.

ACADEMIC:

1 OR LESS.
Your lecturer is far too hot to concentrate on whatever they're talking about. ***You gain the Horny status effect.***

2.
You forgot to bring a drink to the lecture, and it's debilitatingly humid in here. ***You gain the Dehydrated status effect.***

3.
You immediately fall asleep at the start of the lecture. You didn't even catch the subject matter.

4.
You learn a fun trick that helps with your 7 times tables. ***You lose a Vice.***

5.
You learn an interesting fact about vinegar and the weird creature that makes it. ***You lose a Vice.***

6.
You learn how remarkably easy it is to turn lead into gold. ***You lose a Vice.***

7.
You learn the latest theories regarding the ocean tides. Kraken mating seasons. ***You lose a Vice.***

8.
You learn useful techniques in the fields of beefbug and slugraptor husbandry. ***You lose a Vice.***

9.
You learn an interesting titbit about Dragonkin anatomy, and how their genders were reversed for social convenience. ***You lose a Vice.***

10.
You spend the lecture learning how to make delicious baked treats. ***You lose a Vice and gain 4 Rations.***

11.
You learn the oral traditions of the giants, as well as their spoken-word historical customs. ***You lose a Vice and gain +1 Hotness.***

12 OR MORE.
You learn to question and verify sources of information, to think critically, and seek advice on subjects from those that spend their lives learning about them. Suddenly the world doesn't seem like a big pile of conspiracies. ***You lose up to two Vices and gain +1 Smarts.***

MAGICAL:

1 OR LESS.
You fall asleep immediately, until the lecturer claps you around the ear with a yardstick. ***You gain a Vice.***

2.
The lecture is conducted by a gold clad temple novice, almost nude save their loincloth and jewellry. ***You gain the Horny Status Effect.***

3.
Your eyes glaze over at the hypnotic lights and swirls of the magic being practiced on the stage.

4.
Through exhausting concentration, you almost actually learn something.

5.
Your attention phases in and out, but mostly in. ***You gain +1 Spell Uses.***

6.
You learn the crucial art of maintaining an interest in other people talking. ***You gain +1 Spell Uses.***

7.
You sit up straight, take notes, and walk away from the temple satisfied and smarter than before. ***You gain +1 Spell Uses.***

8.
You ask a question to the lecturer, who compliments a pertinent query! ***You gain +2 Spell Uses.***

9.
You learn how all magic is ostensibly blood magic, evaporating through your fingertips. ***You gain +2 Spell Uses.***

10.
You perfectly mimic the complex weaves and motions of the lecturer's fingers. ***You gain the Heal or Group Heal spell and +1 Spell Uses, or +4 Spell Uses.***

11.
You learn the intricacies of knitting flesh and bone back together. It's strangely simple. ***You gain the Heal or Group Heal spell and +2 Spell Uses, or +5 Spell Uses.***

12 OR MORE.
The knowledge flows freely into you, and you feel like the realm of Light magic makes more sense than your own. ***You gain the Heal or Group Heal spell and +3 Spell Uses, or +6 Spell Uses.***

SLUG RACING

Slug racing requires square graph paper to draw a map (or a suitable digital app), as well as tokens to represent the racers, and a d6 dice each. The GM should play as one NPC racer, or more if they're comfortable.

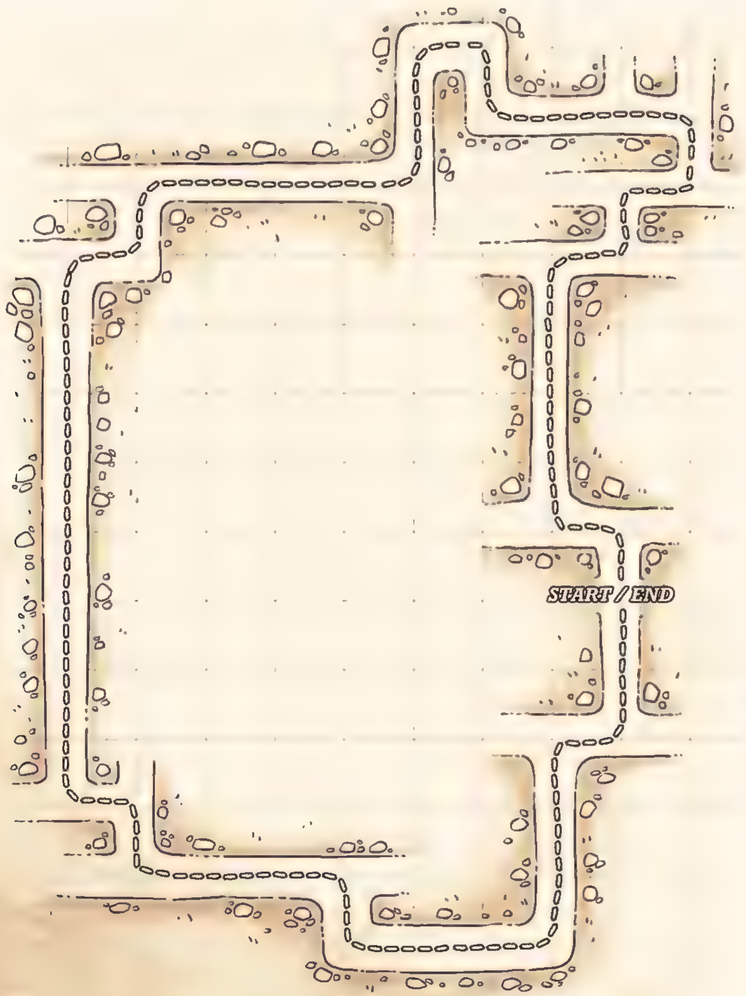
A race is divided into turns. A turn involves one of four actions:

*- **Move:-** When racers move from one graph point to the next. All racers move 1 point, at the same "speed". Racers do not need to roll any dice for a simple move.*

*- **Turn:-** When racers need to turn a corner, a d6 must be rolled.*
__Slugraptor__ riders must roll a 4 or higher to successfully turn, after which they move 1 point.
__Waddledog__ riders must roll a 3 or higher to successfully turn, after which they move 1 point.
Failing a turn roll means they slow down, skipping the next turn. Once the turn is skipped, they can move 1 point, without needing to reroll the turn roll.

*- **Barge:-** When a racer is "neck and neck" with another racer, both occupying the same point, they can choose to Barge the other racer using a d6, slowing them down and causing them to skip the next turn.*
__Slugraptor__ riders must roll a 4 or higher to successfully Barge another rider.
__Waddledog__ riders must roll a 3 or higher to successfully Barge another rider.
Failing a Barge roll means the rider that initiated the Barge skips the next turn instead.

*- **Boost:-** During a long straight, a racer can roll a d6 to ride faster, moving 2 points in one turn.*
__Slugraptor__ riders must roll a 3 or higher to successfully Boost.
__Waddledog__ riders must roll a 4 or higher to successfully Boost.
Failing a Boost roll means that the rider slows down and skips the next turn.
Boosting cannot be used to skip a Turn roll, riders can only Boost until a Turn roll is needed.



To the left is an example of a racing map. It has many corners, which Waddledogs perform well with, but varying long straights, for Slugraptors to speed up in.

The race is over once all riders have either ridden past the Start / End line, or conceded the race.

Gambling:

If players don't have their own Slugraptors or Waddledogs, they can still participate in a race by betting on NPC racers, and "temporarily inhabiting" the racers, performing their rolls on their behalf. This is far easier than having the GM roll for multiple racers.

Gambling on Slug racing involves players agreeing on a betting buy-in then, after the race, giving the total jade to the winner.

For simplicity's sake, it's easier if every player bets on their own racer, as it gets all players involved with rolling, and doesn't require splitting the winnings. It can be assumed that any NPC gamblers are betting on the GM-controlled racer.

Of course, players are welcome and encouraged to bet on their own races. Gambling debts make for a fun questing motivation.

Hot Pursuit:

Another use for the Slug Racing game mechanics could be for a dramatic chase scene throughout the urban sprawl. Players could have to Barge a fleeing bad guy a certain number of times (3 is usually best, unless they have a particularly frightening mount) to dismount them.

Players could also perform such feats as leaping from their team-mate's Waddledog onto the enemy mount for a close-quarters battle, or try to cut off the enemy escape using tight, dense alleyways using Dice Challenges to succeed.



Pedigree Breeds:

For an optional touch of flavour, certain Slugraptors & Waddledogs can be said to be "Pedigree Breeds", bred to excel at a certain area of racing, at the cost of another area.

To do this, add +1 to either their Turn, Barge or Boost rolls, and subtract -1 to a different roll.

- For example, a Slugraptor could be better at Boosting, rolling successfully on a 2, but worse at Barging, needing to a roll a 5 to be successful.

- Or, a Waddledog could be better at Boosting, rolling a 3 for a successful Boost, but worse at Turning, requiring a 4 to Turn.

It's a good idea to introduce Pedigree Breeds after the first one or two races, keeping the introduction of the racing simple at first.



The General Store

A mainstay of the Dungeon Crawling industry, the General Store provides useful tools and equipment for adventurers looking to work for the undead.

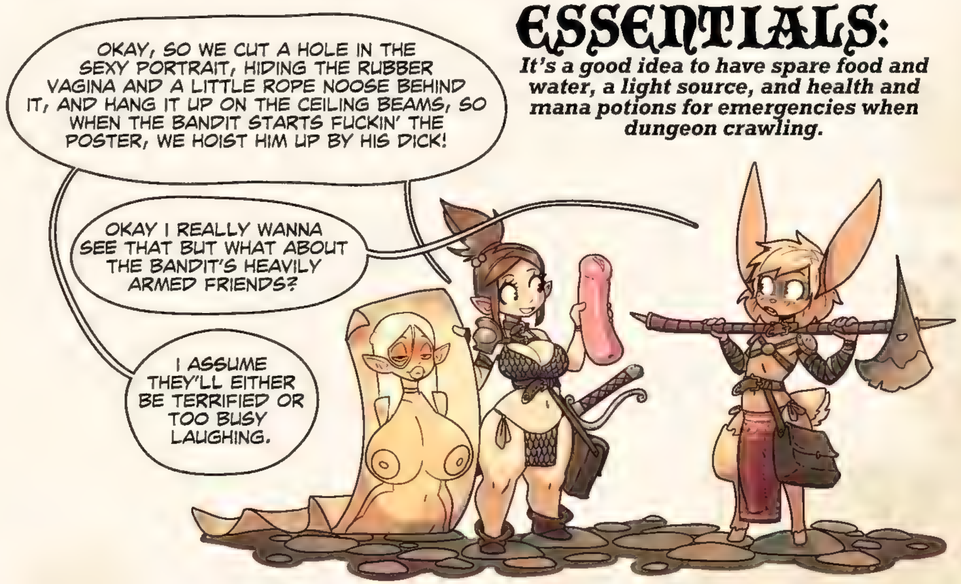
Products are usually sold at a premium compared to stores on the surface, as it's the last opportunity for a warrior to stock up on supplies.

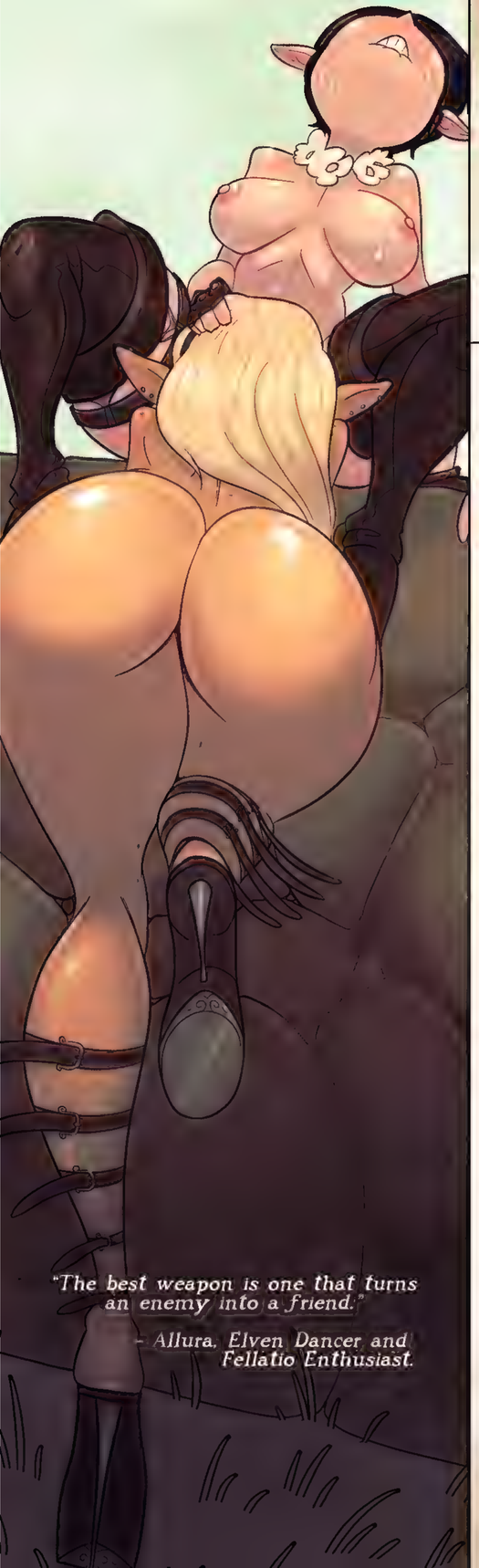
The General Store will be referred to a lot, so keep this chapter handy when rolling for loot or purchasing from other stores.

1. Alarm Bell	*15j*
2. Antidote	*15j, cures Poison*
3. Backpack, spare	*20j*
4. Bag of Ball Bearings	*10j*
5. Bag of Broken Glass	*5j*
6. Bag of Coloured Chalk	*5j*
7. Bag of Dice	*15j*
8. Ball Gag	*4j*
9. Battering Ram	*7j*
10. Beads, Prayer	*5j*
11. Beads, Anal	*10j*
12. Bear Trap	*25j*
13. Bed Roll	*15j*
14. Beer, per mug	*3j*
15. Belt	*2j*
16. Big Magnet	*25j*
17. Blank Tome	*10j*
18. Bucket of Paint	*5j*
19. Caltrops	*10j*
20. Candles, 10	*10j, lasts 1h each*
21. Chain	*15j*
22. Chainmail Sheet	*75j, +1 Armour*
23. Chisel	*2j*
24. Climbing Harness	*15j*
25. Clothes, fancy	*100j*
26. Clothes, peasant	*10j*
27. Compass	*20j*
28. Cooking Gear	*15j*
29. Crowbar	*4j*
30. Dairygirl Milk	*15j + 1 Brawn for 24h*
31. Deck of Cards	*5j*
32. Disguise Kit	*30j*
33. Door Wedge	*3j*
34. Face Paint	*6j*
35. Fish Hook	*7j*
36. Fishing Bait	*1j per fish*
37. Fishing Rod	*45j*
38. Flammable Oil	*10j, explodes lanterns*
39. Flask of Acid	*10j*
40. Flint & Steel	*7j*
41. Glass Cutter	*30j*
42. Glue	*3j*
43. Grappling Hook	*35j*
44. Grease Jar	*10j, slippery*
45. Hammer & Nails	*10j*
46. Hand Mirror	*65j*
47. Hand Shovel	*20j*
48. Handful of Pitons, 10	*250j (d4+2 each)*
49. Health Potion	*50j (Heals 2d8 + Your Level)*
50. Incense	*5j*
51. Jar of Slime	*15j, creates sticky floor*
52. Jar of Wax	*15j*
53. Jar, Ceramic	*10j, wont smash*
54. Jar, Glass	*15j*
55. Lantern	*50j*
56. Lantern Oil, 6 Hours	*5j*
57. Leather Longboots	*15j*
58. Life-sized Portrait, Scary	*10j*
59. Life-sized Portrait, Sexy	*10j*
60. Local Map	*50j*
61. Lockpick	*4j each, break on use*
62. Lubricant	*15j, very slippery*
63. Magnifying Glass	*40j*
64. Mana Potion	*50j, (1d4+ Your Level Spells)*
65. Metal File	*2j*
66. Mirror, Floor Length	*100j*
67. Mount Feed	*5j, poisonous when eaten*
68. Needle and Thread	*5j*
69. Nice perfume	*60j, +1 Hotness for 24h*
70. Padlock	*20j*
71. Paper, per sheet	*5j*
72. Parchment, Watermarked	*30j*
73. Pick Axe	*30j*
74. Piercing	*5j*
75. Poison Gas Glass Jar	*25j, (d4+1 when thrown)*
76. Poison Needles	*10j each*
77. Poison Vial	*20j*
78. Porn Tome, Living	*5j*
79. Porn Tome, Undead	*10j*
80. Pressure Plate	*25j*
81. Punji Sticks, 10, (d4+1 each)	*2j each, break on use*
82. Quadlobster Pot	*60j*
83. Quill	*5j*
84. Raw Meat	*2j each*
85. Rope	*5j per 20 feet*
86. Rubber Vagina	*35j*
87. Scary Mask	*10j*
88. Sex Toy, Tentacles	*100j*
89. Sex Toy, Medium	*20j*
90. Sex Toy, Large	*30j*
91. Sex Toy, Centaur	*60j*
92. Shackles	*25j*
93. Smoking Pipe	*3j*
94. Snare Trap	*35j*
95. Spyglass	*75j*
96. Thick Blanket	*35j, opaque*
97. Tinder Box	*2j*
98. Torch, 2 Hours	*10j*
99. Tripwire String	*5j*
100. Writing Ink	*8j*

ESSENTIALS:

It's a good idea to have spare food and water, a light source, and health and mana potions for emergencies when dungeon crawling.





"The best weapon is one that turns an enemy into a friend."

- Allura, Elven Dancer and Fellatio Enthusiast.

WEAPONS

Certain advanced weapons have special conditions during use, such as the need to reload or causing self harm if handled poorly.
When purchasing weapons, add the material price to the weapon to determine to total cost.

(25j) 1. Dagger (d4)
(35j) 2. Staff (d4)
(30j) 3. Short Sword (d4)
(40j) 4. Sword (d6)
(50j) 5. Spear (d6)
(50j) 6. Hammer (d6)
(60j) 7. Axe (d8)
(80j) 8. Bow (d8) (Ranged)
(80j) 9. Maul (d8)
(85j) 10. Greatsword (d10)
(50j) 11. Large Shield (adds +d6 to Defence rolls, costs a Tactical Action to use)

(90j) 12. Crossbow (2d8) (Ranged)
- Costs 1 Tactical Action to Reload

(75j) 13. Flail (d10)
- If the user rolls a 1, they hit themselves in the groin & take d6 damage.
- If the user rolls a 10, deals double damage.

(60j) 14. Whip (d6) (Ranged)
- Deals 2d6 damage to Distant targets.

(75j) 15. Caestus (d6)
- After using your Combat Action to attack with the Caestus, you may use your Tactical Actions to attack again, once per Tactical Action.

(100j) 16. Halberd (2d8)
- Can attack Nearby targets, or attack past allies.

(90j) 17. Lance (d10)
- Deals 2d10 when mounted.

(65j) 18. Sacrificial Dagger (d4)
- Adds d4 to Blood Magic spells without losing Life, OR adds the damage dealt in an attack to a Vampire's Blood Gauge.

(100j) 19. Curved Greatsword (2d6)
- Using this weapon grants the Cleave martial skill while in use.

(80j) 20. Bedroom Gratificator (2d4)
- If the user rolls 8, makes the target prone.
- Adds d6 to all Sex rolls.

Material:

(+10j) 1. Wood.	*+1*
(+10j) 2. Stone.	*+1*
(+30j) 3. Bronze.	*+2*
(+30j) 4. Iron.	*+2*
(+70j) 5. Steel.	*+3*
(+70j) 6. Glass.	*+3*

ARMOUR

Aspiring adventurers quickly learn to be resourceful, especially when it come to protecting themselves. A discarded Dragonkin tailguard fits snuggly on a Dwarf's thigh. A human pauldron makes a decent Satyr's breastplate with a little hammering. A Goblin can wear Elven elbow couters on their shoulders. Orcs and Centaurs can tie bucklers and plates to their exposed limbs. While finding the perfect set of armour for your exact body shape is very rare, adventurers can quickly cobble together a decent protective layer through looting and scavenging.

Skimpy Armour (d2)
30j

Light Armour (d4)
65j

Medium Armour (d6)
100j

Full Armour (d8)
300j

Fitted Armour (2d6)
1000j-1500j + 1 session of Downtime

Armour Upgrades (+1)
75j

FITTED ARMOUR

Fitted armour is incredibly rare, notable only among the wealthiest of mercenaries, noblest of knights, or most cynical of paladins. Thanks to Dwarven industry, Fitted Armour is cheaper for Dwarfs, Dwellers, and Goblins, due to having similar body shapes of those from the Iron Kingdom.

Buying a set of Fitted Armour requires one session of Downtime, to be properly measured.

Fitted Armour can be temporarily reduced to Medium armour should the wearer end up with any sort of eggs inside them.

ARMOUR UPGRADES

When finding pieces of Armour on the Loot Table, add +1 to your Armour Save, as if you've strapped a piece a loose piece to your existing armour.

You can trade 2 pieces of Upgrade Armour for a higher set of armour, which helps with Stealth rolls, but loses the added defence bonus. For example, going from Medium Armour +2 (d6+2) to Full Armour (d8).

However, you can't downgrade into a lower tier of upgraded armour, for example going from Full Armour +2 (d8+2) to Medium Armour + 4 (d6+4).

It's as if you've altered the armour to fit yourself, rather than loosely attaching it to a vaguely appropriate body part.



"A tradition started by the Dwarfs and inherited by the Undead, having strange faces all over ones armour is allegedly meant to intimidate monstrous enemies while revering ones ancestors.

The above-worlders have, of course, twisted it to their own ends. The legendary knight Bodwyn Big Bollocks is known for the long noses on his helm and pauldrons, his armour proudly saying "If my nose is this long, imagine how big my cock is."

Cheap

15j-50j

1. *A tin wedding ring*
2. *An old murder mystery novel*
3. *A throw pillow*
4. *A vaguely offensive mug*
5. *A nice but ripped tunic*
6. *A complete writing set*
7. *Half a bottle of perfume*
8. *Old imperial coins*
9. *A jar of hair treatment*
10. *A nude portrait*
11. *A shaving kit*
12. *A threaded necklace*
13. *A glass eyeball*
14. *A toy sword*
15. *A decent pair of pants*
16. *An embarrassing diary*
17. *A jar of expired dwarf pills*
18. *A gold button*
19. *An interesting sex toy*
20. *An obviously incorrect map*
21. *A polished wooden box*
22. *A collection of weird stones*
23. *A wooden bird sculpture*
24. *A tattered robe*
25. *A sketchbook of lewd art*
26. *A temple novice's turban*
27. *A blank runestone*
28. *A well-worn romance novel*
29. *Bronze & leather wristbands*
30. *A bolt of silkspider web*
31. *A set of goblin earrings*
32. *A tattooing needle*
33. *A temple mini-relic*
34. *A pack of cigarettes*

Pricey

51j-100j

35. *A Dwarven iron figurine*
36. *A gold tooth*
37. *An occult diary*
38. *Silkspider undergarments*
39. *A wyrdwood necklace*
40. *A leather overcoat*
41. *A moustache waxing kit*
42. *Dragonkin tendril rings*
43. *A crystallised blood dagger*
44. *An imperial history book*
45. *A pair of eyeglasses*
46. *A handheld magic mirror*
47. *A rubber centaur phallus*
48. *A jar of lipstick*
49. *A bottle of Dwarf whiskey*
50. *An invitation to Shagahol*
51. *Woven dunewalker robes*
52. *A wyrmswurm guitar*
53. *A goldleaf temple text*
54. *A discharged magic staff*
55. *An ornate smoking pipe*
56. *A pair of shearing scissors*
57. *A handful of small gems*
58. *A set of brass knuckles*
59. *A temple capirote*
60. *A Bullboarskin drum*
61. *A wyrdwood violin*
62. *A satyrhorn toothbrush*
63. *A gold cockring*
64. *A human clan portrait*
65. *A packet of stinkleaf joints*
66. *A wyrdwood walking cane*
67. *A jar of mascara*

Lavish

101j-300j

68. *A gold statue of T'hot*
69. *A fistful of large gems*
70. *A recent map of Mundain*
71. *A ceremonial human helmet*
72. *A gold Dragonkin urn*
73. *An embroidered tabard*
74. *An ornate gold lockbox*
75. *A set of perfumes*
76. *A jewel encrusted wristband*
77. *A huge box of pornography*
78. *A centaurfur-lined jacket*
79. *A fist-sized gem*
80. *A Dwarven music box*
81. *An ornate candelabra*
82. *Elven leather bondage gear*
83. *Pristine leather boots*
84. *Orcish poetry*
85. *A pouch of gold ingots*
86. *A preserved giant's heart*
87. *A mimic egg*
88. *A Dwarven vibrating sex toy*
89. *A satyrhorn back scratcher*
90. *A set of gold keys*
91. *A full set of temple garb*
92. *A jewel encrusted anklet*
93. *A merchant's ledger*
94. *A dragontooth accordion*
95. *An exquisite elven robe*
96. *An encyclopaedia of flora*
97. *Pristine Imperial Armour*
98. *A Temple Paladin's Robe*
99. *A bronze breastplate mould*
100. *A diamond necklace*

Treasures

Anything can be sold to the right buyer, and adventurers will sell anything to finance their next outing. Treasures are typically useless, but a cunning finder might glean some use out of some of them.

When rolling for a Treasure on the Loot Table, roll an additional d100 jade.
Prices are kept intentionally vague to give GMs some control over their game's economy, and allow players to haggle when selling to the Pawn Shop above ground.

Runecharms

Runecharms are magical bone amulets that contain a single use of a certain Light or Death magic spell. They're inscribed with the gestural component of the spell's casting.

First, roll a d6 to determine if the Runecharm holds a Light or Death magic spell, then a d10 to determine the spell itself. Runecharms dissolve after a single use.
Runecharms cost 80j each at the General Store.

1-3) Light

1) Heal
- 2d8 Life to one target.

2) Group Heal
- 1d8 Life to d4 targets

3) Shield
- 2d8 bonus Armour to 1 target for 1 round.

4) Charm
- Temportarily turns 1 hostile enemy to your side for 1d8 rounds.
- Adds 2d8 to a Disposition check.

5) Sleep
- The target misses their turn for d6 rounds. Any damage wakes them up.

6) Sunbeam
- 2d8 damage to an Adjacent enemy, and 1d8 damage to a Far or Distant enemy.
- Causes Blindness to both targets for 1 turn.

7) Enchant Weapon / Armour
- Adds d6+your Level in damage to yours or an ally's weapon, or adds d6+your Level to yours or an ally's armour.
- Roll the d6 buff after successfully casting this spell, then use that number for the duration of the spell.
- Lasts 24 hours.

8) Resurrect
- Revive a recently dead humanoid creature back to full health as a zombie.

9) Entrall
- Turns 1 hostile target to your side. Every 24 hours, the target can attempt to resist, DC12.
- The target will obey all your commands to the best of their ability.

10) Big Sleep
- Applies the Sleep spell to 2d6 targets.

4-6) Death

1) Fireball
- 3d6 damage to one target.
- Causes the Burning status.

2) Lightning
- 2d6 damage to d4 targets

3) Force Pull
- 2d4 damage to one target, pulling the target towards you and making you their target.

4) Force Push
- 2d4 damage to one target, pushing them away from the caster and making them Prone.

5) Paralyse
- 1d10 damage to one target, causing them to miss 1d4 turns

6) Flash Freeze
- Freeze a target until the target's next turn.
- Does no damage itself, but any damage dealt to the frozen target is multiplied by 2, until it unfreezes.

7) Adrenaline
- Gives yourself of an ally 1 Exertion Use.
- If used on an allied NPC, allows them to take an immediate Combat Action.

8) Raise Dead
- Revive a recently dead creature to serve you.
- Maintains it's abilities and stats from when it was alive.
- Lasts until its death.

9) Magic Shackles
- 2d6 Damage to one target every round.
- The target requires two Tactical Actions to move around.
- Lasts until you next take damage.

10) Mass Paralyse
- 2d10 damage to d6 targets, causing them to miss 1d4 turns.

RATIONS & DRINKS

Travelling rations are made of preserved meats, long-life bread and dried fruits, wrapped in wax paper or burlap and when properly prepared can last for decades. Each package has a small sealed wooden cask of freshwater attached.

When rolling for Rations and Drinks on Loot Tables, 1d6 provides an equal number of Rations and Drinks.

When purchasing from the General Store, a day's rations costs 3j, and a day's freshwater costs 5j.

HEALING & MANA POTIONS

Those that brew healing and mana potions refuse to elaborate on what is inside them, though recent discoveries on the connection between magic and blood is quite disconcerting.

Healing Potions replenish your Life for 2d8+Your Level.

Mana Potions replenish your Spell Uses for 2d4+Your Level.

For example, if your level is 3, a healing potion replenishes your life by 2d8+3.

MAGIC ITEMS

Magic items are various enchanted pieces of equipment that provide various advantages, and occasionally disadvantages, to their wielder. A comprehensive list of magic items can be found at the back of this book.

As a GM, if you'd prefer to keep the pace of your game up, it's recommended to pre-roll any potential magic items, or invent them on the fly. For example:

A Weapon that casts a spell when attacking an enemy, such as a Halberd that casts Fireball.

A suit of armour or accessory that provides immunity to a Status Effect, such as a Necklace that prevents Berserk, or a pair of shoes that lowers Stealth Checks.

An item that creates Difficult Terrain around a target, such as a Magic Box of Bug Swarms, that creates the Bug Swarms Difficult Terrain.

An accessory that increases the wearer's attributes, such as a Choker of +1 Hotness.

A Cursed Sword that increases for damage by its wielder by d4, but also increases damage inflicted onto its wielder by d4.

THE LOOT TABLES

Rolling for loot might take a while, so it's recommended for GMs to pre-roll loot during dungeon generation, or hand-pick certain items to find at the most opportune moments, such as healing potions after a hard fought battle, or if you're particularly evil, a treasure mimic while light sources are dwindling.

GMs that prefer a more chaotic experience can let players roll their own loot, though this can slow down the pace of a dungeon.

Upon discovering a Treasure Chest, first roll a d10 for the Stash Size, then roll d10s equal to the result of the Stash Size.

Loot tables use the previous pages found in the General Store section, as well as the Magic Items section found in the back of the book.

1) STASH SIZE

1-3) One roll
4-6) Two rolls
7-9) Three rolls
10) Four rolls

2) LOOT

1) A Treasure Mimic!
2) d100 jade + Treasure
3) Tools & Equipment
4) d6 Rations + Drinks
5) d4 Healing Potions
6) d4 Mana Potions
7) A Runecharm
8) A Weapon
9) A +1 Armour Upgrade
10) A Magic Item

"Due to the wild variety of body types throughout the adventuring caste, form-fitting armour is incredibly expensive, and hard to come by.

Instead, adventurers cobble together a somewhat functional set of armour from whatever they can find or afford.

Instead of trying to finance the amount of chainmail required to sufficiently armour their legs, many Alloyan women prefer to just stand behind a Dwarf.



Treasure Mimics

The most common sort of mimic, with a tendency to shapeshift into chests, cupboards, anything a snooping adventurer might stick their head in. They aren't hostile, but they make for excellent restrainers of thieves and vagabonds, as they engulf the trespasser to lay eggs inside them.

For the more tentacle-inclined, treasure mimics make for a beloved companion, and many a socially awkward wizard happily waddles about town with a belly full of eggs. They also, somewhat surprisingly, are actually good at holding onto treasure.

The main threat of a Treasure Mimic is the time wasted while they go about attempting to impregnate their captive, and the chance of wandering enemies stumbling across the party while one is enjoying themselves. After rolling a Treasure Mimic, first roll a (d8) for the time lost, then a (d8) for any repercussions. The player that rolled the Treasure Mimic is the one that is captured. Like Living Traps, Mimics are practically impervious to damage, though GMs can choose to reward any creative attempts to kill them.

Time Lost:

Remember to roll on the Wanderers table should the Treasure Mimic take more than an hour. The rest of the party can Rest while the mimic is enjoying themselves.

1) 15 Minutes
2) 30 Minutes
3) 45 Minutes
4) 1 Hour
5) 1 Hour, 15 Minutes
6) 1 Hour, 30 Minutes
7) 1 Hour, 45 Minutes
8) 2 Hours

AS A PET:

Should a Treasure Mimic decide to follow the party, below is a small list of things they can and cannot do. Remember to reward creative ideas!

- They don't engage in combat.

- They can hold valuable items, spare weapons and armour, and up to 50 rations and water.

- They take up 1 carrying capacity space on a mount, and aren't able to ride alone. Slugraptors and Swamp Striders can't carry them, for example.

- They can alert a sleeping party of intruders, usually by the sound of the dumbest intruder getting eggs in them.

- They can fit through a Magic Mirror.

- The party can enjoy the benefits of Sex with a mimic once every 48 hours, though rolling for Time Lost instead of the usual Time Taken, and having 1 egg inside them for 24 hours.

- One person can hide inside the mimic.

Repercussions:

Repercussions are additive, meaning that, should the roll be 5, the effects of 4,3,2 & 1 also occur.

1) The victim is cured of the Horny status, if they have it.

2) The victim has (d4) eggs implanted inside them, preventing them from wearing Full or Fitted armour for 24 hours.
(Mimic eggs are worth 30j each!)

3) The victim loses (d6) water and rations inside the mimic.

4) The victim is rejuvenated by its mimic molester's saliva, healing to full Life!

5) The victim is completely reinvigorated, regaining up to 3 exertion uses!

6) The mimic vomits up (d100) jade!

7) The mimic vomits up more items!
(Reroll the Loot Table d4 times, rerolling should you roll a mimic again)

*8) The mimic follows around the victim, clicking and chirruping playfully. Seems like the victim has a new **pet!***

DUDE, YOU *GOTTA* ADMIT, THIS IS GETTING A LITTLE OLD.

YOU KNOW THE SCHEDULE, ALISSA.

TEN TILL SIX, YOU'RE IN THE THRONE ROOM LOCKED TO THE DAMSEL POLE.

SIX ONWARDS YOU'RE POLISHING BEDPOSTS IN THE TALLEST TOWER.

WE'LL BREAK FOR DONUTS IN AN HOUR.

IT'S BEEN *FIVE YEARS.* I KEEP TELLING YOU, MAN. YOU NEED A *HUMAN* DAMSEL. THEY GET RESCUED *ALL THE TIME.*

THE ONLY REASON TO RESCUE A RELMER IS IF YOU WANT A GOOD DEAL ON YOUR *CART INSURANCE.*

THAT WOULD EXPLAIN THE QUALITY OF THE LAST FEW ADVENTURING PARTIES...

Y'KNOW, A COUPLE WORLDS AGO, A BUXOM HALF-ELF WOULD BE *PRIME* DAMSEL MATERIAL.

PROBABLY A PRINCESS, OR AT LEAST THE SHAMEFUL BASTARD CHILD OF AN ELVEN KING.

WELL, *THIS* BUXOM HALF ELF IS A *CASHIER* AT A *CABBAGE DEALERSHIP.*

EXOTIC, HUH?

DM'S GUIDE

This section of the book is designed to give prospective GMs everything required to create compelling scenarios, dungeons and non-player characters. This section is formatted to let GMs start with an introductory dungeon, then travel through a dangerous city to find a bed for the night, and finally travel the country to a new location, all the while providing tools for future game sessions.

The World of Mundain

This page provides a basic primer for the way the world works, including dates, languages, and the geography and economics of Mundain, written plainly.

The Calender

It is Friedday the 47th of Ran'di, the year 2e521 (Second Era). Over Five hundred years have passed since the Uprising that led to the Great Hootenanny.

Mundain has 24 hours in a day, 7 days in a week, and 60 days across 6 months, totalling 360 days. The planet has no seasons, food is grown throughout the year, averaging 3 harvests. The days are named as follows.

Mournday *- The day people have to go back to work. Funerals are held on Mournday as an excuse to avoid working.*

Chewersday *- The day the weekend's leftovers are finally finished.*

Whensday *- The day people forget what day it is, then get annoyed they have two more work days in front of them.*

Thotsday *- Named after T'hot, the demi-goddess, as a form of social motivation. Used to be called Turdsday.*

Friedday *- The end of the work week, celebrated with alcohol and fried food.*

Sittingday *- A day for indoor relaxation, reading, writing, and nursing or exacerbating hangovers.*

Sunningday *- A day for outdoor relaxation, family activities, and barbecuing. Three days worth of food is traditionally cooked today.*

The months are dictated by the phases of the Moons, and which Moonthing is closest to the planet during their balletic orbit. While the days of the week are taken from Human language, the months are taken from Dragonkinian, due to their history of astrology. The months are as follows.

Ran'di *- Harvesting month. The Saytr "Molestival festival" is held on the 60th. Crowns of flowers are worn during the feast, and having ones crown knocked off by a de-crowned festival goer often leads to drinks, games and sex. A festival enjoyed by all kin.*

Du'di *- Planting month. The need for fresh fertiliser has gong farmers travel to the cities to sell to outlying villages. Dwarven Sewer systems have made this job much less revolting, as gong farmers can congregate at the sewers runoff pipes.*

Tri'qi *- Harvesting month. Annual subscriptions to the Thieves Guild are renewed on this month, usually leading to an outbreak of theft and burglary for those that forget to pay their dues.*

For'ai *- Planting month. The Orcish "Honoured Rival" ceremonies are held this month, where tribes congregate, party, and marry. All kin are welcome to these gatherings, though Dragonkin and Centaurs are the only other kin that regularly practice monogamous marriage.*

Fid'li *- Final Harvesting month. Dweller-majority villages enjoy a weeks long festival known as "Buggrit", in which villagers will spend portions of their annual earnings to get kin from other villages to do their tasks for them, while they enjoy fun and feasting. Otherkin and Alloyans especially enjoy Buggrit, due to their strange work ethic.*

Sais'i *- Final Planting month. Due to their superfetational pregnancies, Elves and Relmers often declare this month a time for celibacy, giving many a chance to become slightly less pregnant, though this is largely ignored by those beyond the Bone Forest or those in relationships with non-elven kin.*

The Planet

Mundain's crust is 14 layers -or worlds- deep, with roughly 10km of rock between each layer. Most layers are completely compacted, with only pockets of space between them, the largest being several thousand km squared. Many expeditions, led by the Dwarfs of the 13th world, have been organised to find these pockets, with strange magical flora and fauna being found there. That said, magma has made its way up to the 14th layer, with a handful of volcanoes scattered throughout Mundain. Earthquakes are common, and violent.

Thanks to the Dwarven mountainhomes, the elevators that take goods and people to and from the surface were excavated through solid rock, though there are pockets to be found on the 13th layer, often accidentally discovered by the Undead while expanding their mausoleum cities.

Mundain's average temperature is about 3 degrees hotter than ours, meaning an abundance of humid, swampy lands, warm, stormy rains, warm nights, and incredibly hot desert. The people of Mundain are used to this weather, but many travellers, labourers and adventurers often sacrifice parts of their clothing to remain comfortable in the humidity.

The Languages

Common *- The modern tongue has elements of Human, Elvish and Dragonkin in it, creating a mish-mash of long and short vowels, and hard and soft consonants, with a lot of stops and starts.*

Sounds like - Horden saiss? Ken desing longen fakta kordin sessin longination!

Spoken by - Everyone except Dwarfs new to the surface.

Elvish *- A sing-songy language dictated largely by pitch and length of vowels. The Bone Forest dialect is considered eerily beautiful, while the dialect spoken in Relmer's Reach has a more approachable, flatter tone that other kin find easier to replicate.*

Sounds like - Ooeah Kollan? Aayah railin ooaeein alahanin raioan ulalia leyan!

Spoken by - Elves, Relmers, and Dwellers that want to sound posh.

Dragonkinian *- A language made of reptilian hissing and hard, snapping consonants. Dragonkin poetry is known to leave reciters with sore throats and broken teeth.*

Sounds like - Kass Krakan?! Qusss trekkanan sassssskrattan sen akt karran ssassssskat!

Spoken by - Dragonkin, though mainly when they're cursing.

Dwarfish *- A gravelly voice combined with rolling R's, quite similar to Dragonkinian, but without the hissing. Notable for its overuse of K's and Z's. Usually shouted.*

Sounds like - KAZAD'KUD? SHAW KEN GZZM'ON Y'ZAD KRAN ZEN Y'GRAD GRRK NAR!!

Spoken by - Dwarfs & Alloyans, largely to shout obscenities at one another, or when visiting any underground family. Dwellers can rarely be bothered to learn it.

The Economy

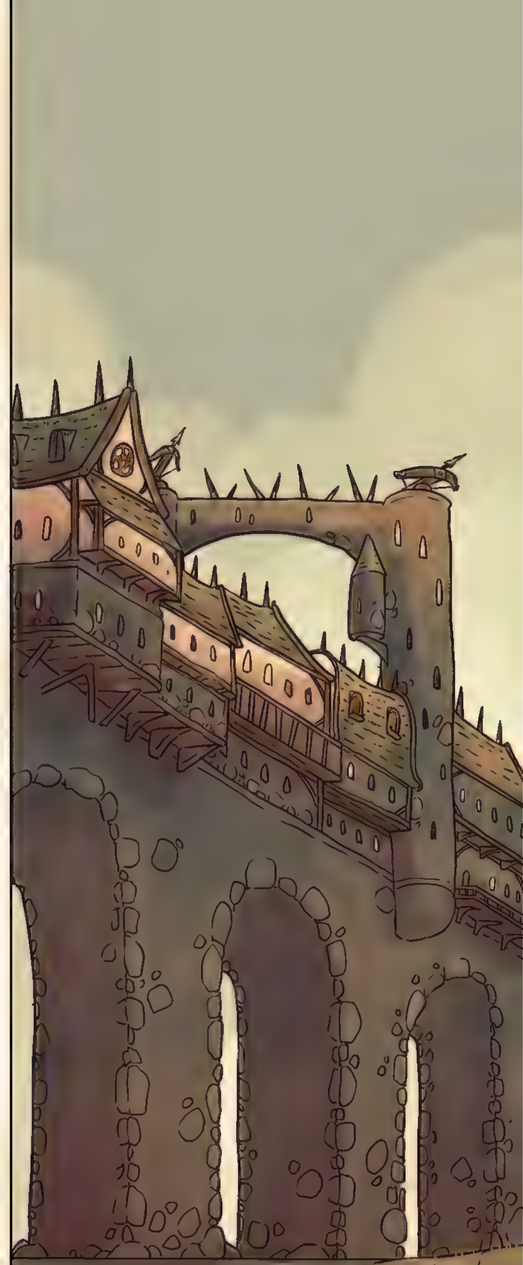
Since the Great Hootenanny, the vast majority of Mundain's population is sequestered into a small corner of the world, with the rest ready to be rediscovered and reclaimed. Expeditions beyond the current map are frequent, funded by wealthy benefactors looking to expand and exploit new territories. It's not uncommon for a newly built Dwarven elevator to drill up into a strange new part of the planet, or an Undead city to expand far beyond the borders of above ground civilisation.

Thanks to transmutation magic able to change all metals into other metals, Mundain's currency is now cut jade stone coins. This is a result of the golden palaces wizards created to placate the dragons, which crashed Mundain's economy for centuries.

Mundain is a world rich in raw resources. with a growing middle class and several incredibly wealthy families, known as Great Houses. However, Mundain is flanked by two economic powerhouses, the Undead mausoleum cities, and the Dwarfs of the Iron Kingdom, the thirteenth world. Much of Mundain's economy involves the trading of raw resources; food, wood, ores, textiles, minerals, magically enchanted items, and - in the case of the Undead - body parts, for finished goods such as books, furniture, armour and weapons, merchandise, clothing, spectacles, pipe works and soaps.

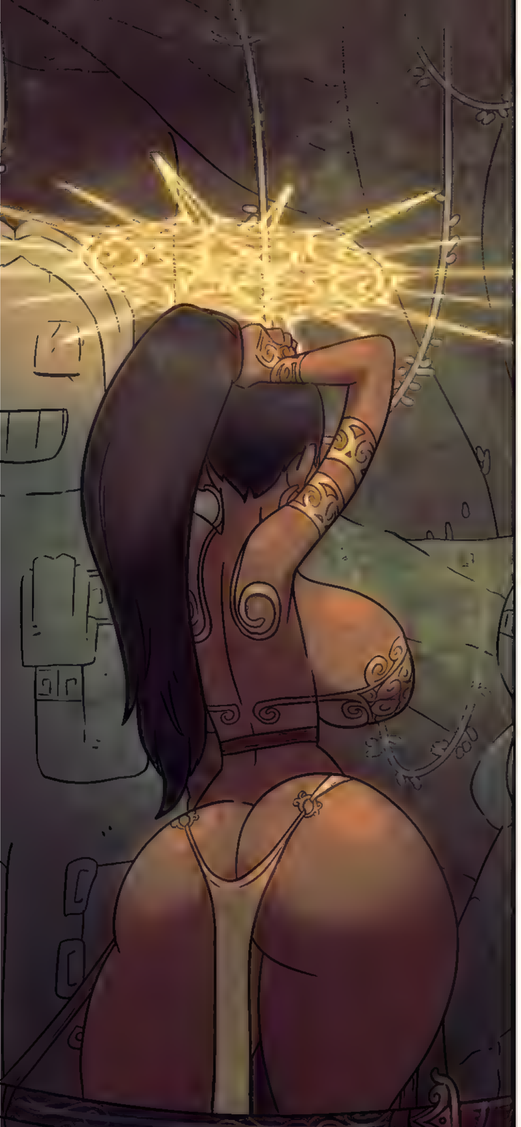
With the Undead's skeletal labour force on one side, and Dwarven technology on the other, goods made in Mundain are often out-priced by inexpensive Undead products and Dwarf-made quality. That said, Undead goods cater heavily to human-shaped kin, being made up almost entirely of humans themselves, and Traditionalist Dwarfs only have a vague idea of what the people above ground look like, so goods like armour and weapons rarely fit the way they're supposed to, forcing adventurers to cobble together working sets of armour.

In real world terms, think of Mundain like an impoverished but abundant country, in a world of global superpowers. Perfectly capable of providing its own goods, but often outmatched and exploited by imports and the creators thereof.



Mundainian architecture is designed around the deterrence of dragon attacks. Many villages build their homes into hills, letting grass grow over their roofs to camouflage them from the sky, while dense urban buildings are built from stone, using sloped slate-tiled roofs with wooden spikes across the central beam, preventing dragons from landing on roofs and fires spreading

Dragon meat is naturally spicy and delicious, so the ballistae peppering larger cities are owned and operated by butcher shops and savoury bakeries.



"Thou shalt not worship any god. No, n-no, not even me. No, get up. Get up. Don't worship anyone.

Okay, fine, worship me if you have to. Look, solid gold bikini, cool sword, big halo, there. Is that goddess-y enough for you?

Alright.

Now, Commandment two. Seek knowledge, not faith. Seek justice, not vengeance. Seek critical thought, not gut reactions. And always- what was that? Yes, you should be writing this down, how else am I gonna convey this shit to the whole world?

Alright, new commandment two. Learn to fucking read. All of you. Bugger off. Don't start worshipping anybody on the way home."

-Sermon One, Verse One of The Utterances of T'hot

Religion

In a last ditch effort to ruin the world, the Moonthings bestowed the last of their power to four people, turning them into demi-gods that they hoped would vie for power through conquest and destruction, gaining immense followings and slaughtering each other, so that the Moonthings could regain control of Mundain's magic.

This backfired immediately.

The tyranny of the Imperial church was fresh in their minds, and the four demi-gods used their power to either improve the lives of their kin, or at least wander off away from them.

The four demi-gods are:-

***Gap'r:-** Demi-god of pleasure, rum, fertility, tentacles, mimics, and bodily fluids. Turned himself into a creature of pure, orgasmic pleasure, and used the roiling magic during The Great Hootenanny to transform the bodies of kin to be much more accommodating. Rumoured to be the reason kin are able to interbreed, though he denies it. Occasionally blesses a person particularly skilled at sexual deviancy with a tiny sliver of his power.*

***T'hot:-** Older of the twin demi-goddesses, and begrudgingly became the demi-goddess of knowledge, justice, mathematics, and the sensible use of magic. T'hot repurposed the Imperial Temples to become places of learning, and founded the Paladin Order, the warrior scholars that roam the world breaking legs and teaching algebra, often to the same people. T'hot is currently wandering around the mapped world, reminding people not to worship anyone.*

***Grod:-** Orcish Demi-god of combat, hunting, poetry, and solitude. Gave himself four arms in order to punch stuff better, then wandered off down into the previous worlds to find stuff to punch. Occasionally returns to the surface with his findings, and his descriptions provide the insight into the strange former worlds beneath Mundain.*

***Ninki:-** The younger of the twin demi-goddesses, and the most powerful of all by far, Ninki is the demi-goddess of death and, thanks to her own efforts, the various afterlifes. Ninki has handcrafted over a dozen realms for the souls of the dead to indulge in, though her insistence on acting as tour guide to every newly departed soul means that she has a millions strong backlog of ghosts and zombies that she has to get around to.*

It must be noted that - by their own insistence - there is no organised religion around the demi-gods. All of them are over five hundred years old, and remember the horrors of the first era.

That said, cults of personality are quick to rise in Mundain, especially around vampires, fae, dragons and wealthy individuals. Small orders, bound by pseudo-religious doctrine, spring up in high-population areas, start wearing robes and casting inoffensive blood magic spells, and its not long until they realise they can use someone else's blood, and much more of it.

There is a less frightening form of religion throughout Mundain, worshippers of particular celebrities. Thanks to undead mass-production of merchandise, people known as Pilgrims travel the roads to worship at shrines of famous folk and historical figures.

An example of these famous people is Horny Graeg Soreskin, father of the Dweller and Alloyan races. The first Dwarf to shag an Elf and a Human and inventor of the Thumbs Up hand signal. His shrines are visited by many Dwarfs, Dwellers and Alloyans, and has one of the more numerous "fan cults".

The Mercantile Guilds

In an effort to combat the undercutting of Undead industrial might and Dwarven quality goods, the tradesmen of Mundain came together to provide uniform pricing for standard quality. Of course, there are those above ground that operate outside their respective guild, and if found are punished incredibly harshly. This college of various guilds and the rules they have created are the closest thing Mundain has to actual "laws," if only because breaking a rule of theirs leads to something being broken of yours.

Some of the most notable guilds are:-

***The Thieves Guild:-** Offers an annual subscription service that allows folks to avoid having their stuff nicked. The money earned is "usually" funnelled to philanthropic efforts, like boarding schools for children of the impoverished.*

***The Harlots Guild:-** Based in the Twin Cities, using card-carrying employees and body-morphing magic to provide the perfect purchased orgasm. Often trade in secrets and blackmail.*

***The Alchemists Guild:-** Purveyors of potions, fireworks, industrial lubricants, and things that tend to randomly ignite. If one wants to find their headquarters, head towards the explosions.*

***The Blacksmith's Guild:-** Currently trying to unlock the secrets of Dwarven chainmail, or at least find a way to make it less boring to create. More akin to a drinking club for admiring muscles than an actual guild.*

***The Guild of Four Fingers:-** Previously known as the Guild of Carpenters, Roofers and Stonemasons, until one too many drunken accidents. A small outpost of Roofers and Stonemasons still reside near the Alchemists Guild of the Twin Cities, for obvious reasons.*

***The Jewellers Guild:-** Often hires adventurers to scrape gold off of dragon palaces in quantity. Dragon-stolen gold is sold at a hefty premium, simply because its wearer can brag about it.*

***The Assassins Guild:-** Accidentally created by a group of Stinkleaf smoking stoners. Probably the guild with the lowest kill count in Mundain, though they will - eventually - get around to killing who they're paid to kill. Once they remember who it is.*

***The Bakers Guild:-** A collection of pastry chefs solely dedicated to stealing the most evil recipe book ever devised, the Choconomicon.*

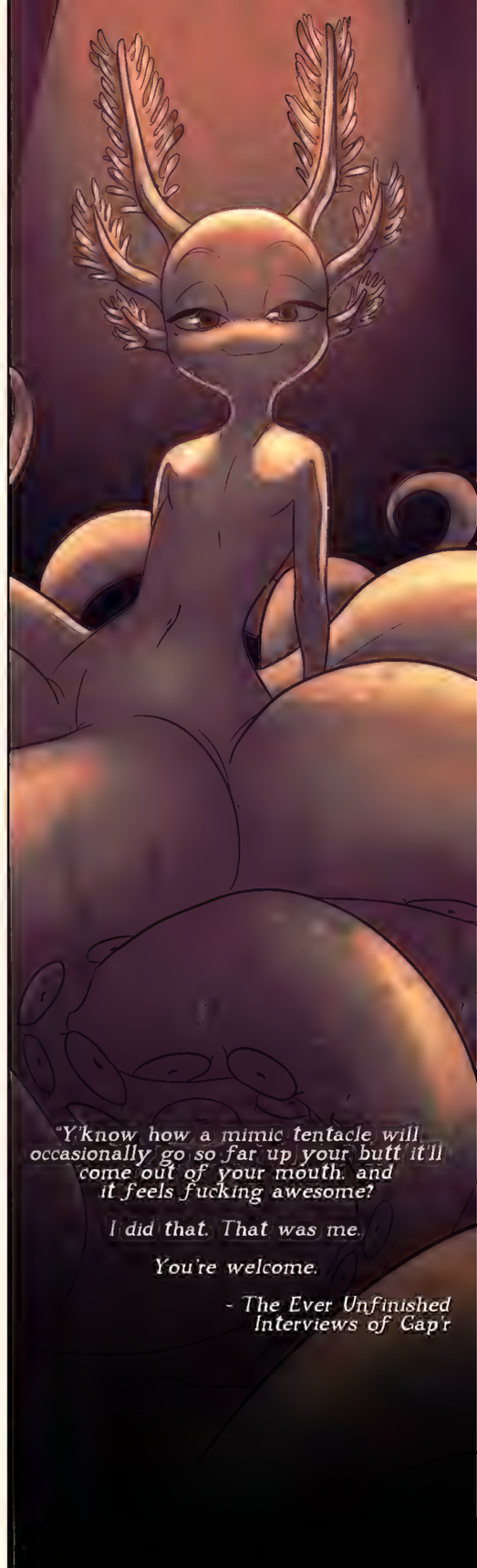
***The Traders "Guild":-** A college of import / export merchants that carry bulk goods by land and sea. Get together frequently in the city of Buggrawl, if only to relay the routes of other traders to bandits and pirates for a cut of the winnings. Frequently hires adventurers to provide security.*

***The Assistants Guild:-** A support network for those employed to manage paperwork, run for coffee and get shouted at for not being telepathic. All guild dues are pooled for a small lottery, the winner able to afford an assassin for their boss.*

***The Tanners & Leatherworkers Guild:-** Boots, belts, cloaks, coats, cushions, bondage gear, saddles, whips, and harnesses. A very fun headquarters to visit of an evening.*

***The Purveyors of Cheap Tat:-** A guild of zombies, brought together to stop undercutting each other when selling mass-produced merchandise to the overland Pilgrims. Often hire adventurers to sabotage non-guild zombie factories under the guise of dungeon-crawling.*

It must be noted that the only thing guilds dislike more than non-guild members are members of other guilds. Their constant jostling for territory, new members and financial opportunities leads to constant subterfuge and assassination attempts. Except, of course, for the Assassins Guild, who waive away most opportunities for expansion in favour of eating pizza and staring at the ceiling. There is always work for an adventurer of elastic moral fibre with the mercantile guilds around.



"Y'know how a mimic tentacle will occasionally go so far up your butt it'll come out of your mouth, and it feels fucking awesome?

I did that. That was me.

You're welcome.

- The Ever Unfinished Interviews of Gap'r

The Fauna of Mundain

In what - from the outside - would be considered another malicious trick of the gods, mammals are practically nonexistent in Mundain, beyond the sapient kin and a handful of monsters. Most of the typical livestock ended up attached to the back of centaurs, and the usual furry creatures that inhabit the rest of the universe were replaced by things that were either scaly, squishy, feathery, frighteningly well armoured, or covered in tentacles.

Nevertheless, the kin have managed to domesticate a number of these unusual creatures to aid in transport, farming, food, fire, and cuddling. For the benefit of Game Masters, below is a list of the more common pets and beasts of burden used across Mundain.

Pets

Mothsloth *- A fluffy, pure white insect that can keep a house free of bugs and feet warm on a cold night. Incredibly cuddly, and almost silent, save for when it's crunching its meals. Not a recommended pet for those that use naked flames to light their homes, due to catching fire very easily. Also bred as livestock and shorn for its fur, for bedding and warm clothing in the colder north.*

Hot Dog *- A small drake, a wingless, quadrupedal draconid, with a short, coughing flame. One of the earliest domesticated creatures, trained to be loyal guard dogs, efficient slugherds, and faithful companions. They come in all shapes and sizes, from the lovable and goofy Golden Receiver, to the suspiciously intelligent Otherman Pincher, to the tiny and murderous Chewyaya. A common pet for anyone with the space to let them run around.*

Sapiavian *- A hyper-intelligent - or at least incredibly sarcastic - variety of birds, able to learn and have conversations in the Common tongue. They can be trained, or rather "hired", to deliver secret messages long distances, refusing to talk to anyone but their intended recipient without an adequate bribe. Many wizards have pet Sapiavians to practice their withering social skills. As sapiavians tend to name themselves, their species names are incredibly juvenile, from the Exquisite Tit, to the Warbling Booby, to the Little White Pecker, and of course the Big Black Cock.*

Crapdragon *- A tiny wyvern with a sustainable small blue-hot flame, useful for welding or cutting locks. Considered a pest species in parts of Ars, akin to a pidgeon. Somewhat familiar to the Fingerlickin, a livestock wyvern bred for plump breasts and juicy drumsticks. Like all draconids, their meat is naturally spicy, though the Crapdragon's gas bladder tends to explode when exposed to air, so they are left alone by both predators and people. A beloved pet for smiths and metallurgists, as well as anyone that has trouble getting a fire going.*

Pugbug *- An absolutely useless and hideous larvae that the people of Mundain adore. Tends to snore, even when awake, and the slightest prod will make it fart uncontrollably. It has every natural predator, even lower on the food chain than some plants, and will only eat insects it is absolutely sure are dead. That said, its big stupid face and little tongue melt the hearts of millions.*

Splatcat *- A bizarre six-legged mix of axolotl and slug, and a favourite pet among the urban populace. Comes in a variety of colours, from pure white, to pure black, to a variety of greys and greens, though the shape remains the same. Like all cats across the universe, the personalities of the Splatcat range from obnoxiously aloof to affectionately murderous, though unlike other cats, when falling from a great height they do not land gracefully on their feet.*

They just burst.

Beasts of Burden

Slugraptor *- A bipedal, long-tailed slug, capable of carrying a single rider or small wagon. Known for rubbing its hands together nervously when in an unknown location, making it quite useful for navigation. A favourite for street racing.*

Waddledog *- A cheerful, quadrupedal snail, able to carry two riders and plenty of goods, a sizeable carriage, or a farming plough. Slower than a slugraptor, but turns easier, making it an alternative option for street racing. Popular with lone traders.*

Shagbeetle *- A gigantic, armoured beetle, capable of carrying a whole family and their belongings, a vast quantity of bulk goods, or several farming ploughs in concert. A slow, steady option for trading caravans and nomads.*

Swamp Strider *- A strange, quadrupedal creature with long cartilaginous legs and long tongue. Only able to carry a single rider, but can happily wade through the swamps and bayous where other mounts would struggle. Often found at the vanguard of trading caravans for its long sight lines.*

Dunewalker *- A six legged insect found throughout the deserts of Ars. Capable of carrying three riders and their gear, they tend to suffer in the more humid climates in the rest of the civilised world, preferring dry heat.*

Kraken *- A gigantic, hard-shelled aquatic mollusc, able to carry hundreds of sailors and tonnes of goods. Ships are built onto their hard carapace, and steered via a dangled light from port to port. Trained, equipped krakens are called Krakenships, and are owned only by the wealthiest traders and pirates.*

Clothing

The cheapest clothing in Mundain is made of flax linen, a light, airy textile used largely for the baggy trousers and tunics. Leather is used for belts, boots, gloves and occasionally cloaks in cooler climates.

Other materials are harvested from Mundain's strange flora and fauna, such as:-

Cotton *- Harvested from Cottonbugs, a hefty grub similar to silkworms in other parts of the universe. Easily dyed and patterned, but not waterproof.*

Whitecloth *- a combination of Mothsloth fur and Cottonbug cotton, creating a sheer white fabric. Transparent when wet and easily stained, but incredibly soft.*

Silk *- Hurridly stolen from Silkspider webbing, gigantic arachnids with frighteningly human hands on the ends of their legs. Its expensiveness comes from its manner of procurement, and is used only in high fashion because of this.*

Sapweave *- Strands of wyrdwood sap, woven together to make plastic-like waterproof clothing. Used rarely outside Uanorl and the rainier parts of Krapp, due to its lack of breathability, making for a very sticky and sweaty experience in more humid climates.*

Fur *- Quite rare, due to the lack of mammals. Harvested from mothsloths, swamp striders and any centaur that needs a haircut, mainly.*

THE BASICS

*As with most role-playing games, the **Game Master** acts as the storyteller for their **Players** and adjudicator of the rules, providing a portal into the world of Vice & Violence and detailing the ramifications of the players' actions in it.*

If you're an experienced Game Master, you're already familiar with how this works, but if you're new refereeing to roleplaying games, it's a good idea to break a typical turn down into three sections. For reference, we'll be using the scene to the right, in which a Human Paladin and Alloyan Bard are hunting a dangerous Hufnwulf.

SET THE SCENE:

Take a moment to describe the immediate surroundings, highlighting any important things of note, such as enemies, light sources and furniture. Highlighting useful objects will encourage your players to think outside the box, and engage with the world in a creative way.

***GM:-** "You're hidden in a decrepit alleyway, dimly lit by an old torch, in an abandoned and derelict town. The torrential rain masks your footsteps on the loose cobbles, and wind whistles through smashed and boarded windows of abandoned buildings. The Hufnwulf, a monstrous, quadrupedal fae, two stories tall with an almost human face, prowls the central road on its creepy hand feet, repeating the last words of its latest victim, 'Would you care for another biscuit, poppet?"*

CONFER WITH YOUR PLAYERS:

Ask your players what they'd like to do. They might have questions, or want to use a specific Dice Challenge to do something difficult. If you're confident, you could have multiple players proposing multiple things and order their actions as you see fit, but if you're still new to GMing, ask each player in turn sequentially, and enact their actions in that sequence.

(In certain combat situations, only one player can have their turn at a time, as enemies interject between turns, creating fierce duels. You've learned about these in the Running the Game section.)

***Paladin Player:-** "I think fighting this thing in a confined space would be to our advantage. How loose are the boards barring the window?"*

***GM:-** "You think they're pretty loose. Rotting, sodden wood."*

***Bard Player:-** "I could chop through them with my iron axe, right?"*

***GM:-** "Sure, a basic attack with an iron axe would be (d8+2) plus your Brawn.*

***Bard Player:-** "I rolled a 6 and have -1 Brawn, so that's 7 damage."*

***Paladin Player:-** "I'm gonna stand ready to climb through the window once it's open."*

REPLICATE THE RESULTS:

Once the players have decided what they want to do and rolled any required dice, the GM explains what happened, setting the scene again while highlighting any changes to the situation. Sometimes, there won't be specific rules to refer to as a GM, such as chopping through wooden boards. In these cases, it's best to use your judgement and the rules provided to make a ruling.

***GM:-** "Bard, you chop through the rotting wood with ease, and the Paladin hops straight through the window of the abandoned building. The noise catches the attention of the Hufnwulf, and it begins to skulk down your alleyway, with the Bard still outside."*

REPEAT:

Simple! This back-and-forth between players and the GM can create tense, exciting and oftentimes hilarious encounters in this strange world.



"The Hufnwulf is an exceptionally aggressive fae, drawn to poorly constructed domiciles and women wearing red. It is known for its big eyes, incredible lung capacity, and the ability to mimic and repeat simple phrases."

CONTROLLING ENEMIES

A part of the GM's role is act as all the bad guys and monsters that their players face throughout their journey. Vice & Violence encourages GMs to roleplay even in combat situations, having enemies behave realistically and in an entertaining way, rather than adhering purely to mechanics and dice.

Remember, all enemies have Tactical Actions, just like the players. And certain enemies will try to utilise their environment or outsmart the players as much as the players are trying to outsmart them. Below are the general categories of enemies found throughout Mundain, and how they behave.

ZOMBIES:

Probably the first enemies your party will encounter, and the easiest to roleplay. Zombies have no regard for their own lives, and will often lunge at the first living person they see, shambling into any trap, hole, or ambush. Even the zombies that can talk and reason often put themselves in dangerous situations, as they're unable to feel pain.

PEOPLE:

Bandits, cultists and bad guys have a lot of self-preservation compared to zombies, and will often try to run away or surrender if the fight's not going well. They'll only fight to the death if they're protecting something treasured, such as a family member, an in-progress ritual or a stolen hoard. They're less likely to fall for obvious traps, and will behave tactically in combat, trying to focus on vulnerable adventurers or spellcasters, as well as using the environment to their advantage.

DRAGONS:

Dragons, being sapient, self-aware creatures, have the same sense of self-preservation that people have, though without the spatial awareness of most people. They might get their head stuck in a window or entrance to a cave, or crash through trees while chasing their prey. Dragons do tend to have personal motivations, so might try to escape or surrender if they have unfinished business.

MONSTERS:

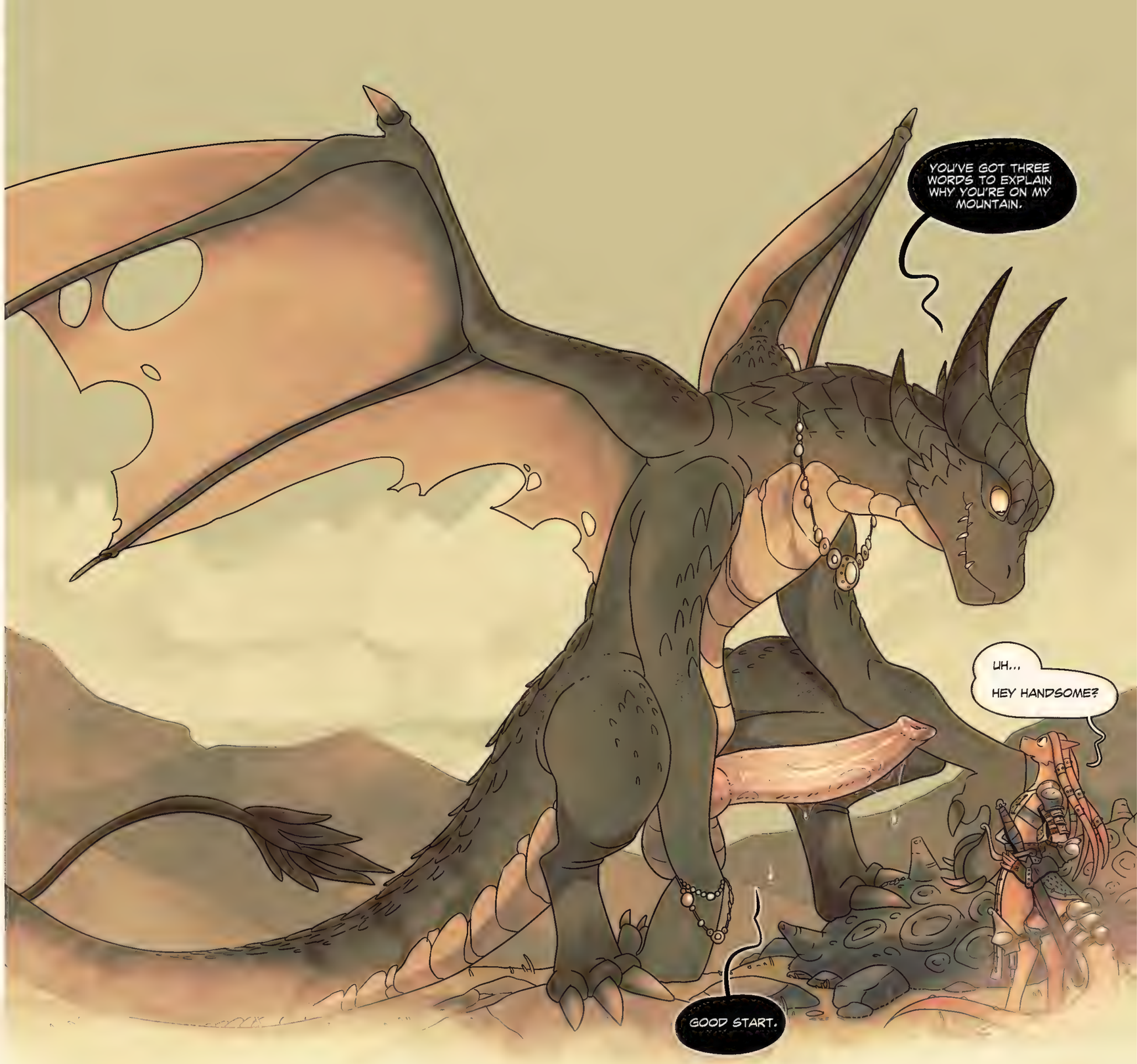
Monsters of a magical nature rarely have any sense of self-preservation, and are very likely to fall for traps and ambushes. They also rarely have any complex motivations, and make for simple, albeit deadly, fights.

FAE:

Fae might be the most difficult to convey when roleplaying, as they have strange, alien motivations that differ wildly, coupled with both a unique knowledge of how people behave, but no inclination to avoid harm. They are completely alien in their behaviour, and should make for tense, unpredictable combat situations, for adventurers with a few quests under their belt.

It's a good idea to have a contingency plan or two should your party decide to surrender to bad guys, or have some pertinent information to share if a bad guy surrenders to the party. It's also usually very humourous to have the party try to talk their way in or out of a dangerous event.

Lots of stories start in dire situations!





THE FIVE ROOM DUNGEON

A dungeon is any enclosed series of rooms or areas where a party of adventurers will face dangerous challenges, combat and puzzles, using their wits, skills and creativity to survive. A dungeon can be almost anything, a cultist's hideout, a deep forest, a grand manor, a decrepit lighthouse, or in the case of most wannabe adventurers in Mundain, working for zombie societies by killing the feral undead scattered throughout their underground world.

The Five Room Dungeon method is a way for GMs to create simple, effective dungeons by making sure the dungeon hits five "narrative beats." These beats are listed below.

1) THE ENTRANCE & GUARDIAN:

The first challenge for the party; getting into the dungeon itself. Sometimes this can be as simple as finding the entrance among the overgrowth, or as complicated as knowing the pass phrase for the secret meeting, or having the right attire for the masquerade ball.

2) A PUZZLE OR ROLEPLAYING CHALLENGE:

Something bars further exploration. Perhaps a locked door requires a strange key found in a side room, or a riddle must be answered. Maybe the party has to act as hooded cultists or convince a businessman's lackey they are wealthy investors. Remember: GMs aren't required to create and remember every possible solution to these puzzles and challenges, players will often come up with strange ideas that make sense in their own ways, and the GM can reward this creative thinking.

3) A TRICK OR SETBACK:

Oftentimes tied to puzzles of the previous room. Perhaps the trap door that opened was actually the correct way forward, or the room filling with water gives access to a room in the ceiling. Perhaps a guest at the event figures out who the party really are, or an alarm is raised after snooping in the wrong room.

4) A CLIMAX, BIG BATTLE OR CONFLICT:

The dragon guarding their damsel, or the ritual sacrifice interrupted, or the zombie horde crashing through the doors. Usually a big boss fight, but sometimes another roleplaying challenge, such as a difficult choice needing to be made, or a bad guy needing to be convinced to stop being a bastard.

5) A REWARD, REVELATION OR PLOT TWIST:

The result of the adventurer's hard work. Treasure is always welcome, but there's also opportunities to lead into the next adventure. Maybe the damsel the party saved is a leader of a bandit clan, or the cult the party dissolved was holding back the creation of some malformed monster. Still, there's new adventures and stories to be found all throughout Mundain, so a solid paycheck for an honest day's questing is oftentimes enough!

Remember: *Not all dungeons require exactly five rooms, some of these narrative beats can fit in the same room, while extra rooms for added combat, treasure and challenges also add variety to the dungeon crawling experience.*

Vice & Violence uses the Five Room Dungeon method for all the pre-made dungeons you'll find later in this chapter.

LARGER DUNGEONS

Beneath the surface of Mundain, a honeycomb of caverns, mausoleums and necropolises feed into each other, carved first by Imperial tyrants, and expanded by the ever-growing Undead cities and Dwarven mining efforts.

Vast sections of these megadungeon are lost to monsters, cultists and feral zombies, and reclaimed by adventurers and the sentient dead, seeking fame and fortune. Heavily defended staging areas with secured routes the surface create small civilisations of mercenaries and traders, charging extortionate amounts for basic necessities to those who look to delve deeper into the dungeon network, while pockets of the depths are claimed by nefarious groups to hold purloined treasure or captured villagers for ransom or experimentation.

No one truly knows how deep or sprawling this underground labyrinth goes, and getting lost is a real and frequent possibility. Adventurers must be well equipped with light, food and water to attempt the endless dark, and only those steeled by combat will ever see the light again.

Larger dungeons can range from a single-session to multiple sessions long, and require the party to be well-stocked in essentials to have a chance of surviving. Larger dungeons can range from underground mausoleum cities, to wizard towers or Great House compounds, cult headquarters or bandit camps, even villages.

The next pages display a Dungeon Generator that uses a (d6) to create rooms and suggested uses for them. If you're confident, this generator can be used on-the-fly, or as a tool to pre-prepare for your next game session.

With larger dungeons carries the threat of wandering monsters and adventurers, as well as the need to reform the party should members die. You'll see rules for these on the page after next.

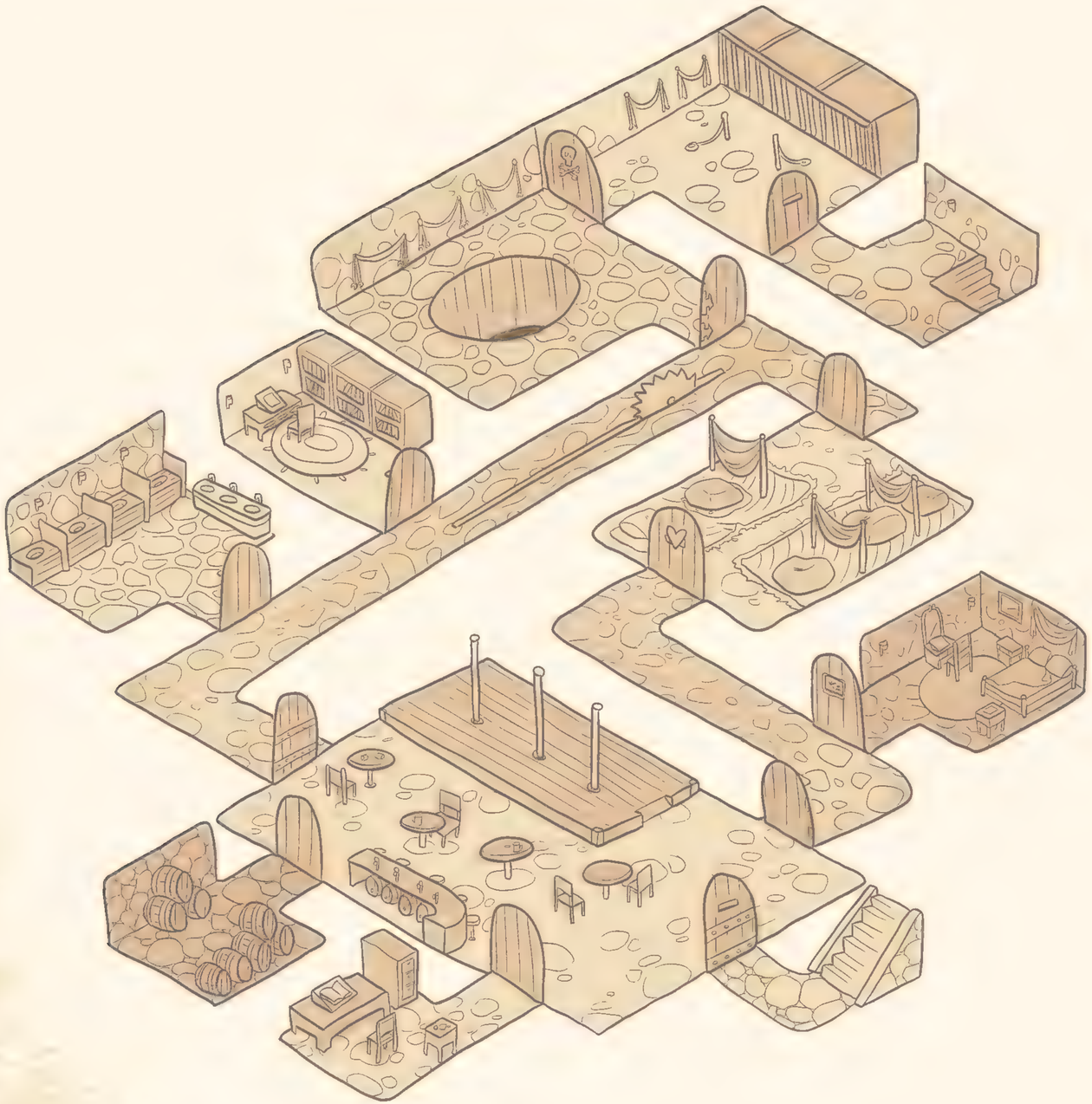


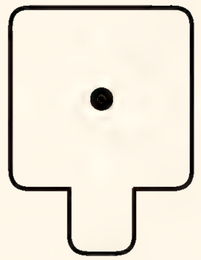
When using this Dungeon Generator, it's a good idea to have a pencil and some graph paper or appropriate software handy, so you can quickly draw a map of the results. If you're creating a dungeon on-the-fly, roll 2-4 dice at a time to give you a vague idea of what the party is walking into; it'll give you more time to come up with encounters, puzzles and loot.

Combine this generator with the 5 Room Dungeon templates to create a larger version of a thematically driven dungeon, or pre-prepare a narrative reason for the party to be exploring this dungeon.

Remember to keep track of in-game time when exploring dungeons; the threat of running out of light, food and water should be a constant consideration for the party, and it's all the more reason to create a map, for if and when they decide to run away.

Not every room has to have an obvious function, many underground areas are completely barren, but common types of rooms allow players more creativity when solving problems. It's safe to assume, for example, that a bedroom has bed sheets that can be used to tie a rope, or that a tavern cellar has flammable kegs of alcohol in it. Keep this in mind when generating dungeons; and remember that the Undead enjoy all the amenities that the living do too.



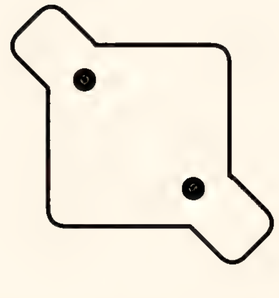


THE DEAD END:-

On the map:- *A small room, with one door in and out. To continue, the party will have to go another way. Reroll this if there are no other ways for the party to proceed.*

Possible Rooms:- *Bedrooms, offices, lavatories, tombs, vaults, cellars, cave-ins, monster nests.*

Useful for:- *Finding loot or puzzle items, saving hostages, or acting as a safe room when the party needs to rest.*

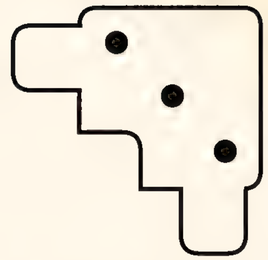


THE LONG DARK:-

On the map:- *A dark tunnel, the end too far for light sources to reach. Multiple small Dead Ends might branch from it.*

Possible Rooms:- *Long hallways, disarmable trap rooms.*

Useful for:- *Traps, branching paths, or combat encounters without the ability to safely move past each other.*

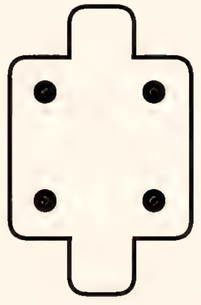


THE CURVED HALL:-

On the map:- *A sizeable L-shaped room, with separate entrance and exit. Each end is deep enough that one door opening wont alert those inside.*

Possible Rooms:- *Hearths, kitchens, conservatories, dormitories, shower rooms, guard barracks.*

Useful for:- *Stealth sections, careful investigations or jumpscare / horror moments.*

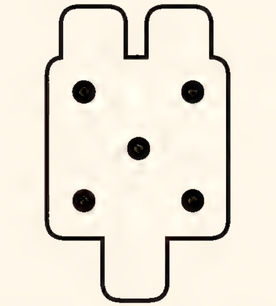


THE SIMPLE ROOM:-

On the map:- *A room with a standard layout, two doorways in and out.*

Possible Rooms:- *Caves, sewer sections, meeting rooms, smoking lounges, prisons, offices, small halls.*

Useful for:- *Standard combat encounters, small roleplaying challenges.*

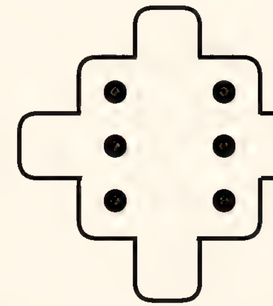


THE HARD CHOICE:-

On the map:- *A room with two possible directions to pursue. If one door is locked, the other door leads to the key or clue to the puzzle.*

Possible Rooms:- *Puzzle rooms, forked hallways, mining chambers.*

Useful for:- *Creating puzzle and roleplaying challenges that can require exploration and backtracking.*



THE GRAND HALL:-

On the map:- *A vast hall with multiple points of entry and egress. Light sources are too dim to light the entire hall.*

Possible Rooms:- *Sacrificial chambers, banquet halls, courtyards.*

Useful for:- *Boss fights and climactic battles. Also used as a staging area for multiple parties of adventurers to group up, share resources and rest, when deep underground.*

Connect these rooms with doorways and small hallways to create a sprawling dungeon, or dot them around an open area to create a camp or village. It's a good idea to have a party motive before creating the dungeon, as it'll allow you to keep the theme of these rooms in mind.

For example, if the party is attempting to defeat a mad wizard, having roving experiments and saveable victims throughout the dungeon is a good idea, while puzzle rooms could be magical in nature. Whereas, if the party is stealing from some wealthy scion, having plenty of loot strewn about and guards to defeat would be more appropriate.

If you need to, refer to the 5 Room Dungeon pages for thematic ideas when creating these dungeons.

WANDERERS

Dungeons are filled with creatures lurking around in the oppressive darkness, skulking room to room looking for prey. Adventuring parties are often not far behind, seeking treasure and glory for themselves.

*For every **hour** spent in a dangerous location, roll a **d10** to check for Wanderers. On a 10, the party encounters Wanderers. For every failed roll, add +1 to the next Wanderers roll, resetting the additions once Wanderers have been encountered.*

Additional modifiers, such as the party having light sources when opening a door, making an effort to sneak into the next room, or barricading the door of the previous room can alter the Wanderers roll at the GM's discretion.

*Once the Wanderers roll has been successful, roll a **d10** to determine if the Wanderers are hostile monsters, or a fellow adventuring party.*

*On a 1-5, the Wanderers are **hostile monsters.***
*On a 6-10, the Wanderers are **d4 adventurers.***

If encountering adventurers, roll a Disposition check to determine the temperament of the adventuring party. Additional modifiers, such as if your party is holding a significant amount of treasure, or the meeting is deep in a frightening dungeon, should influence the roll.

Indifferent or friendly wandering adventurers are an opportunity to hire retainers, trade gear, and introduce new player characters should any be dead. Hostile adventurers will attempt to attack the party.

***Remember:** Wanderers should be rolled in **addition** to pre-planned encounters throughout the dungeon.*



Reforming the Party

Dungeon Crawling is a dangerous job. At some point, there are going to be casualties. Fortunately, adventurers are a common and expendable lot, and where there's quests to be completed and treasure to be found, there's usually a few spare swordsmen and mages around to fill gaps in the party.

When members of the party die, there are multiple narrative ways as a GM to get those players back in the game. While it's important to let players soak in the consequences of a lost ally, it's not particularly fun to have to sit and wait for too long before the dead player gets to play again. Enjoy the tension of having to press forward or retreat without a full party, but don't leave it so long that the dead players get bored.

Any new characters joining the party should be -at most- one level below the party average, so it might take a little while to bring a fresh character up to the same level. Try to add roughly the same amount of Downtime sessions to the fresh character as each party member had. If you can't remember, assume one session of Downtime per level.

Here are a few narrative ways to reform the party with new characters.

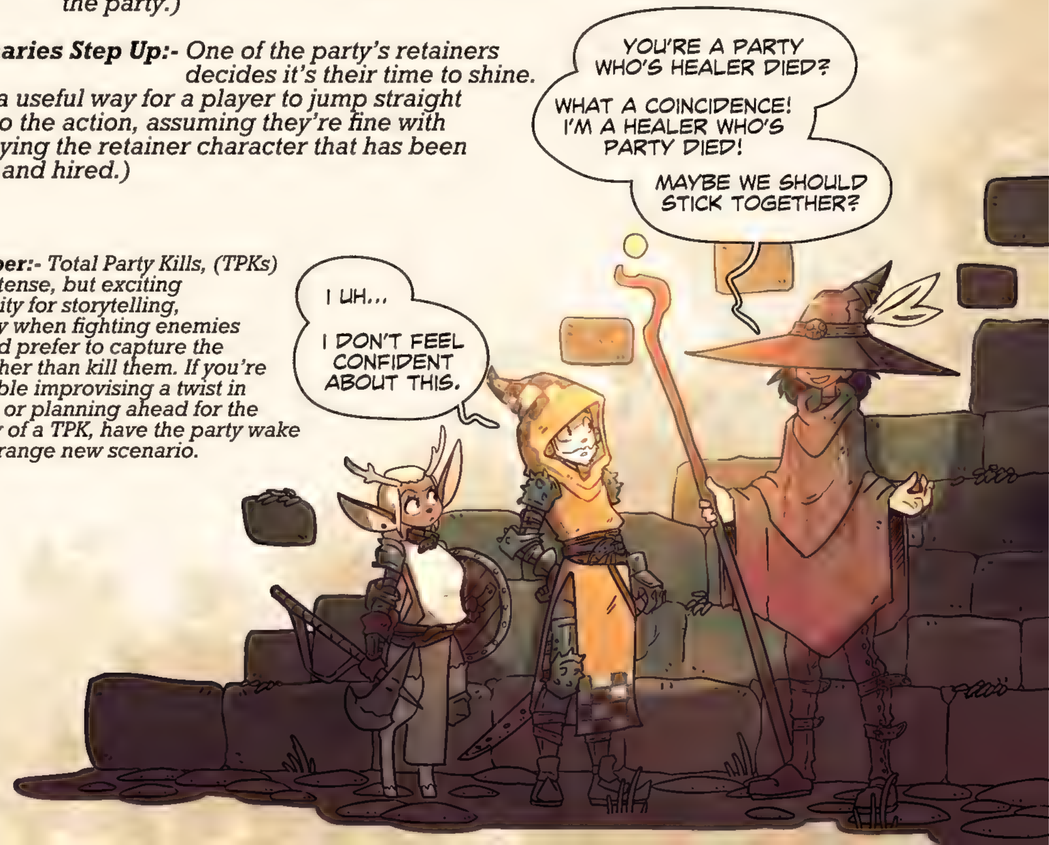
***Lost in the Dungeon:-** Adventurers without light or supplies stumble onto the party, disoriented and terrified. (Give each fresh character a Vice and start them with zero water and rations for added tension.)*

***Retreat to the Entrance:-** The party finds fresh adventurers waiting their turn to explore at the mouth of the dungeon. (Have each fresh character be one level below the party average)*

***Safe Room:-** The party presses onwards, and finds a room of relative safety, currently occupied. (Have the fresh characters be of the same level as the party, with plenty of food and water. Other than using the Wanderers roll, this is a standard way to reform the party.)*

***Mercenaries Step Up:-** One of the party's retainers decides it's their time to shine. (This is a useful way for a player to jump straight back into the action, assuming they're fine with role-playing the retainer character that has been created and hired.)*

***Remember:-** Total Party Kills, (TPKs) can be a tense, but exciting opportunity for storytelling, especially when fighting enemies that would prefer to capture the party, rather than kill them. If you're comfortable improvising a twist in the story, or planning ahead for the possiblity of a TPK, have the party wake up in a strange new scenario.*





"Those stalactites look a little wobbly."

- The last words of Rolf Jorynslad.
Died staring at the ceiling.

A goblin stabbed him.

Decorate your Dungeon:

(Below is a d50 roll table of common stuff found in dungeons that adventurers might be able to use to their advantage. Two to four items per room is enough to give the party things to play with.)

1) LOOSE STALACTITES:- *A well aimed rock could have them come down and impale a bad guy or two.*

2) LOOSE ROCKS:- *Good for huckin' at bad guys, through windows, or generally at stuff you want to break at a distance.*

3) RUSTY SWORDS:- *Too crap to use as a permanent weapon. Could be useful as a one-use prybar, or in a makeshift trap.*

4) CHANDELIER:- *If it's solid, you could swing from one side of the room to the other. If it's rusty, smash the chain and drop it on bad guys.*

5) BOOKSHELF:- *Topple it over to hide behind, or find the right book to open a secret passage. The right book is usually the one marked "not a switch", or is the one sensible tome among piles of hardcore pornography.*

6) TORCH SCONCES:- *Borrow the torches for some extra light, or douse them for some sneaky darkness. Or throw them at flammable stuff.*

7) WEIRD FUNGUS:- *The clouds of spores make any nearby inhalers suffer an inconvenient status effect.*

8) GLASS BOTTLES:- *Could be empty potions, or booze bottles. Chuck 'em to make a distracting noise, or hit someone in the head.*

9) BROKEN GLASS:- *Incredibly loud when trodden on. By anyone.*

10) STRIPPED CORPSE:- *Some poor sod died and got all their gear nicked. It's not particularly uncommon. Use a revive spell to gain a naked, useless friend, or use their body to barricade a door.*

11) LOOSE CEILING BEAM:- *Might be useful for crossing gaps, barricading a door, or ramming it open.*

12) PILE OF ROPE:- *You can never have enough rope. This pile has about 30 feet worth, enough to climb down a three story building.*

13) DINING TABLE:- *Useful for dividing a room, creating cover, or standing on to avoid zombie attacks. Set it on fire for a wall of flame.*

14) IRON MAIDEN:- *A weird coffin filled with spikes. Originally envisioned as a torture device, now mainly used for Undead acupuncture. Shunt a living guy into it for a particularly sadistic death.*

15) ROTTEN FOOD:- *Might distract animals or zombies for a few seconds, but whoever has to pick it up and chuck it is going to say "Eww."*

16) PILES OF BOOKS:- *Makes for good kindling, or a rapid inferno if doused in oil. There might be a Magic Grimoire in here if you're feeling generous.*

17) CARVED STATUE:- *Very heavy, but great at barricading doors or knocking over onto conveniently stationary bad guys.*

18) CARVED BUST:- *The head, shoulders and chest of some famous guy. Able to be picked up and thrown. Some of the lady busts use a lot more marble.*

19) HUGE PAINTING:- *Flammable parchment in a sturdy frame. Cumbersome, but one party member can move it around.*

20) WOODEN CHAIRS- *Useful for reaching higher places, perfect for breaking over someone's fat head. The legs can be fashioned into torches with oily rags.*

21) RUSTY PIPEWORK:- *Bash it open to receive a deluge of dirty water. Useful if a fire's getting out of control, or you wanna knock someone over.*

22) GIANT SPIDER EGGS:- *Literally nobody likes spiders, and anyone who says otherwise is lying. Throw these furry baseballs at someone to terrify both the pitcher and the catcher.*

23) BEER MUGS:- *Makes a satisfying donk when connecting with an enemies cranium. Can also be used to carry liquids, surprisingly.*

24) IRON CAGES:- *Used to keep things captured, yet visible. There's usually a key dangling loosely from a guard's belt nearby, and some smuggled clue or note inside. Or a dead guy.*

25) CRUMBLING PILLARS:- *A good strong push could make a bridge, or bring the whole ceiling down. Get a powerful enemy to run into it and it might trap them underneath it.*

26) EXPLOSIVE BARRELS:- *If they're filled with Scum Rum, open them up and ignite the juice to create an expanding puddle of sticky fire. If they're full of alchemical powder, pour out a long line to create a colourful, crackling fuse. Either way, whatever's left in the barrel is going to go boom.*

27) BEDS / SOFAS :- *A comfortable place to rest, hide behind or under, or set on fire. Usually indicative of a high-traffic area, so don't stick around too long.*

28) ARMOURED MANNEQUIN- *If it's not stripped clean by prior explorers, its probably too rusty to use. Knock it over for a loud noise, or move it somewhere unexpected to scare the shit out of whoever else is in here.*

29) RUBBER SEX TOYS:- *Various insertatives and molestibles, sometimes shaped like whole people in strange positions. There's a tiny -but not zero- chance that these are polymorphed people. Good for quieting footsteps if you tie them to your feet, but this wears them out quite quickly.*

30) SLOP BUCKET:- *The unfortunate consequence of a lack of plumbing. Chuck it at a guy if you're a complete bastard. Might blind them, or make them puke.*

31) BLOOD:- *Makes a loud, sticky sound when walking through it. Not good for stealth, but great if you think someone's coming up behind you. Might cause a Vice if there's a frightening amount of it.*

32) CIGARETTES:- *Creates a fog of smoke that smells phenomenal or revolting, depending on if they're your particular brand. Either way, hard to see through in confined spaces.*

33) CRITTERS:- *Various hard-shelled insects that screech and skitter away from light sources. If you hear a distant crunch, something's in the room with you.*

34) DRESSING TABLE:- *Usually filled with cosmetics, journal entries depicting master plans, jewellery, and the occasional personal gratificator. The mirror might be a magic portal to a secret room.*

35) WALL SHACKLES:- *Iron cuffs attached to thick chains bolted to the wall. Common in dungeons, either for prisoner management or mild roleplay. Useful for interrogating a bad guy or as a makeshift flail.*

36) FIREPLACE:- *Creates an inviting and cosy environment, until you dropkick a bad guy into them. Excellent for destroying incriminating evidence.*

37) TOILETS & SHOWERS:- *Usually in rows in a single water room. Great for washing the filth off or drowning somebody.*

38) BIG HOLE:- *Sometimes, there's just a big hole. Find a way around or over.*

39) RUSTY IMPLEMENTS:- *Various torture devices or zombie surgical equipment. Good for frightening people or as improvised weapons.*

40) CRUMBLING WALL:- *A loud entrance into the opposite room, and the loose rocks could prove handy for donking whatever's in there.*

41) CEREMONIAL AXE:- *Not as useful as a real axe, but it could cut rope.*

42) BONE PILES:- *Either a guy's been dead a long time, or something in here ate all the juicy stuff off them. Tie them together with string to create a simple alarm tripwire, or hide them somewhere an unfamiliar foot might crunch them.*

43) MIMIC CARCASS:- *The weird coral-like boulders you see outside a lot. Covered in sharp protrusions, so shove a guy into them for an extra stab.*

44) PORNOGRAPHY:- *Illustrated magazines with - for some reason - a lot of articles in them. Flash a pin-up at a guy for a distraction, or to slow pursuers.*

45) COFFINS / SARCOPHAGUSES:- *Wood or stone boxes for the Undead to get a little private time. Wood ones are easy to move or break apart, stone ones are way too heavy, though three people might be able to carry the lid.*

46) TRAINING DUMMY:- *Usually a bag stuffed with straw and tied to a wooden stand for archery or stabbing practice. Heavy and flammable, producing a lot of smoke and burning slowly.*

47) BOXES:- *Wooden crates, usually with straw in them, protecting whatever they were transporting. Good hiding spot.*

48) CURTAINS:- *Long, strong hangings of silk or sapweave. Creating a climbing rope out of these is time-consuming, but easy.*

49) STONE MAP TABLETS:- *Colloquially known as Megadungeon Maps, these are good for getting a rough layout of the dungeon.*

50) TAPESTRIES:- *Long sewn fabrics, depicting the exaggerated deeds of the dungeon's long dead owner. Makes for a slow-burning fuse or a rudimentary rope ladder.*



"I wonder what he was lookin' at."

- The last words of Wee Shank.
Died staring at Rolf Jorynslad.

Fell in a hole.

Invoke an NPC:

Kin: (d12)

1) Goblin
2) Dragonkin
3) Elf
4) Human
5) Orc
6) Dwarf
7) Centaur
8) Satyr
9) Dweller
10) Relmer
11) Alloyan
12) Otherling

Age: (d6)

1-2) Adult

3-4) Middle-Aged

5-6) Elderly

Wealth: (d20)

1-3) Severely Indebted
4-6) Penniless
7-9) Working Class
10-12) Has a Little Extra
13-14) Saving for a Purchase
15-16) Middle Class
17) Plenty of Extra Income
18) Inherited Wealth
19) Wealthy
20) Exceedingly Rich

Acts: (d20)

1) Suspicious
2) Nervous
3) Stoned
4) Clumsy
5) Twitchy
6) Formal
7) Quiet
8) Very Loud
9) Twiddles with a Knife
10) Fondling themselves
11) Biting their lip
12) Writing in a journal
13) Yawning a lot
14) Looking behind them a lot
15) Swaggering
16) Smoking a cigarette
17) Reading a Grimoire
18) Picking their Nose
19) Eating a Bugburger
20) Petting a Mimic

Looks: (d50x2)

1) Huge
2) Surprisingly Tall
3) Scarred
4) Beautiful
5) Covered in Tattoos
6) Muscular
7) Ginger-Haired
8) Missing an Eye
9) Huge Cock
10) Jewellery Covered
11) Missing an Arm
12) Sweating a lot
13) Sickly
14) Wearing all Black
15) Braided Long Hair
16) Has a Black Eye
17) Heavy Eyeshadow
18) Massive Tits
19) Missing a Leg
20) Covered in Bite Marks
21) Chunky
22) Covered in Freckles
23) Well-fitted Clothes
24) Huge Wobbly Arse
25) Missing a few Teeth
26) Red Eyes
27) Sunburned Skin
28) Loose Chainmail
29) Several Knives
30) Wearing lots of Rings
31) Missing a few Fingers
32) Has an old Locket
33) Carrying lots of Books
34) Hair down to the Floor
35) Big wobbly Belly
36) Carrying many Sex Toys
37) Covered in Blood
38) Carrying many Potions
39) Wearing merchandise
40) Stolen Wizard's Hat
41) Wearing Bells
42) Holding a huge Bong
43) Has a Broken Arm
44) Armoured Arms & Legs
45) Bags under Eyes
46) Has a Bloody Nose
47) Missing a Shoe
48) Naked from Waist Down
49) Topless
50) In a Wheelchair

Goals & Secrets: (d50)

1) Harbouring a Fugitive
2) Member of a Blood Cult
3) Adopted a Nymph
4) Smuggles Body Parts to the Undead
5) Exiled from a Great House
6) Searching for a Lost Love
7) Jealous of their Sibling
8) Ex-member of the Thieves Guild
9) Currently bodymorphed
10) In Love with a Barmaid
11) Just Murdered a Guy
12) Is deep in Gambling Debt
13) Has a Bounty on their Head
14) Wants to open a Store
15) Wants to burn down a Rival Store
16) In love with a Sewer Knight
17) Wants to join a Bard Troupe
18) Currently housing a gem-encrusted Butt Plug
19) Has Undead Relatives in their basement
20) Wants to fuck a Dragon
21) Needs money for Gender Reassignment Magic
22) Needs revenge on a Blood Cult
23) Loves a Giant
24) Formerly a Wizard's Assistant / Test Subject
25) Smuggles Contraband to the Iron Kingdom
26) Hides a 'Cubus in their Home
27) Burned down their Family Farm
28) In a Feud with a Rival Family
29) Obviously a Vampire
30) Wants to fight a Trogre
31) Searching for long-lost Family
32) Secretly fucking a Great House Scion
33) Hates the Paladin Order
34) Grows Stinkleaf on their Balcony
35) Formerly a Housecarl for a Great House
36) Wants to be Better than their current Employer
37) Wants to Murder their current Employer
38) Hiding from their Alleged Children
39) Wants to kill a Dragon
40) Gives Money for Baby Teeth
41) Needs money to Pay a Ransom
42) Wants to Sell their Home
43) Currently Possessed by a Ghost
44) Has a Fairy Whispering in Their Ear
45) Needs to Travel to another City
46) Wants to go Home to their Village
47) Just Beat Up a Whole Tavern
48) Obsessed with Collecting Memorabilia
49) Wants to Fight in the Arena
50) Wants to Bake Stinkleaf Cookies and Chill Out

Everyone has something others want, and wants something others have. Your average Mundainian is a suspicious, self-absorbed, spiteful bastard, concerned only with the needs of themselves and their immediate family. And in a world so lawless that even the rules of physics are made to be broken, that's a perfectly understandable attitude to have.

Use these pages to quickly generate any non-player characters (NPCs) in the immediate vicinity of your party. Remember to save any NPCs the party resonate with for later; returning characters can be quite fun.

Occupation: (d100)

1) Labourer
2) Farmer
3) Blacksmith
4) Prostitute
5) Waxworker
6) Woodjack
7) Tanner
8) Weaver
9) Bartender
10) Landlord
11) Bandit
12) Pirate
13) Carpenter
14) Miner
15) Merchant
16) Pest-Killer
17) Chef
18) Scribe
19) Tailor
20) Innkeeper
21) Bounty Hunter
22) Cobbler
23) Servant
24) House Scion
25) Gambler
26) Stablehand
27) Barber
28) Jeweller
29) Midwife
30) Alchemist
31) Thief
32) Assassin
33) Minstrel
34) Artist
35) Temple Lecturer
36) Confectioner
37) Gardener
38) Hunter
39) Poacher
40) Gladiator
41) Lamplighter
42) Shipwright
43) Dockworker
44) Town Wizard
45) Mimic Breeder
46) Smuggler
47) Loanshark
48) Town Crier
49) Book Binder
50) Papermaker
51) Undertaker
52) Butcher
53) Baker
54) Slugherd
55) Courier
56) Mercenary
57) Singer
58) Fortuneteller
59) Con-Artist
60) Insurance Healer
61) Cultist
62) Orgy Organiser
63) Temple Novice
64) Sewer Knight
65) Caravaneer
66) Blood Seller
67) Translator
68) Vampire Thrall
69) Pilgrim
70) Dairygirl Squeezer
71) Tattoo Artist
72) Piercer
73) Massager
74) Shopkeeper
75) Gong Farmer
76) Glassblower
77) Astronomer
78) Janitor
79) Bodyguard
80) Stinkleaf Grower
81) Caravan Guard
82) Magic Mirror Maker
83) Librarian
84) Pipe Worker
85) Bathhouse Attendant
86) Duellist
87) Box Maker
88) Privateer
89) Lighthouse Keeper
90) Dancer
91) Fungus Seller
92) Stablemaster
93) Bus Driver
94) Roofer
95) Goblin Tamer
96) Pornography Dealer
97) Child carer
98) Cartographer
99) Servant
100) Adventurer



Remember:-

The fun of roll tables is filling in the blanks, getting your creative juices flowing by imagining why this new NPC is the way they are.

For example, this Severely Indebted Otherling is Looking behind them a lot, wearing chainmail and heavy eyeshadow, and needs to travel to another city, and is a tattoo artist.

Is she looking over her shoulder because she stole the chainmail, or because debt collectors are after her? Maybe she gave a bad tattoo deliberately as revenge, or her tattoo shop doesn't get much business, so she's trying her hand at bounty hunting.

On this page are about ninety billion possible NPCs, so feel free to pick and choose any options that aid in your ability to create memorable characters.



Build a Bad Guy

Even among the loose and flexible guidelines of what it means to not be a complete bastard, some people take umbrage. These people are called Bad Guys, and they're shockingly common throughout civilised society.

Thankfully, the people of Mundain realise that the only solution to stopping someone from being a shitbag is to kick their head in, and thwarting their plans is part of being a hero. Or at least a half decent person.

While preparing for a longer narrative campaign, use these roll tables to generates the means and motives for your Bad Guy. You can combine these tables with the Invoke an NPC pages to fully flesh out their character, backstory, and motivation.

WHAT THEY HAVE

What makes the Bad Guy a threat to what can vaguely be described as Mundain's "status quo". Why they're powerful.

1) Wealth:- *They could be the leader of a Great House, the admiral of a pirate clan, owner of a jade mine, wealthy trader, and so on. They can throw money at any problem, though their defences could be out-bid.*

2) Prowess:- *They could be an unstoppable swordsman, master wizard, silent assassin or eagle-eyed archer. Their strength comes from their own abilities, and the admiration or terror they can inflict on those around them.*

3) Influence:- *The ability to talk their way into positions of affluence and power, and bribe or blackmail any resistors. Their natural charm has afforded them everything they need, but a silver tongue does little when backed into a corner.*

4) Manpower:- *They inspire a level of loyalty or dread that has those of a similar mindset drawn to them. What they want, their troops also want, and will follow any command to get it. A zealous army is hard to sway, so one will have to find a way around them.*

5) Assistance:- *Some terrible artifact or fae patron has gifted them power beyond their own abilities. They've discovered something, or struck a deal with something they shouldn't have. Perhaps they could be reasoned with, or put out of their misery.*

6) Ambition:- *The most frightening thing of all. A bastard with no natural advantage will do anything to gain one. Collecting items of dangerous magic, inspiring the mediocre to their side, stealing, abducting, pillaging, there is nothing they wont attempt to get what they want. They are a true wild card.*

WHAT THEY WANT

Their ultimate goal, and why they need to be stopped.

1) Vengeance:- *They feel they have been wronged somehow, by a person, family, organisation, or society in general. They wont rest until they see justice done, or a twisted simulacrum of the idea.*

2) Domination:- *They want the world, or a portion thereof, simply because they feel they should have it. Perhaps they wish to instill some new world order, or grand society, free - or filled - with prejudice. Perhaps they just want the big chair.*

3) Supremacy:- *They want their particular kin to be above the rest. Whatever size, shape and colour they happen to be, they've decided it's the best to be, and will go to terrible lengths to see it happen.*

4) Knowledge:- *The secrets of the universe. True Immortality. The ability to weave primordial magic to its truest potential, altering the laws of thaumaturgical physics itself. Or perhaps something more financially viable, like a valuable artifact or hidden treasure.*

5) Forgiveness:- *Sometimes one gets trapped in such a whirlwind of guilt that self-destruction becomes pure destruction. This guy wants to right the unrightable, bring back the lost, or regain the love of someone they have wronged, by any means necessary.*

6) Chaos:- *Some would believe that all of society is an attempt to supplant the purity of random chance. That all are made equal in a world bereft of support and advantage. Burn it all and start again.*

THEIR CALLING CARD

How the party knows who is committing these awful deeds.

1) The Icon:- *Some twisted logo, an identifying badge, a strange dagger or bloody graffiti on the wall.*

2) The Corpses:- *A unique, repeatable method of murder.*

3) The Letter:- *A goading note, or talking bird, daring the party to resist what's coming.*

4) The Witnesses:- *The crimes are committed in broad daylight, among dozens who see what happen, every time.*

5) The Taken:- *A commonality among those that disappear. Gender, race, age, something ties the victims together.*

6) The Noise:- *A distant scream cut short, an ominous whistled tune, the bassy thrum of magic well cast. Their crimes are heard before they're seen.*

THEIR LIEUTENANTS ARE

Every leader needs to delegate duties, but every duty delegated can lead to misinterpretation, corruption, and disaster.

1) Zealous		***1) Stupid***
2) Mutated		***2) Terrified***
3) Gorgeous	***{BUT}***	***3) Ambitious***
4) Clones		***4) Bribable***
5) Wealthy		***5) Indignant***
6) Enormous		***6) Self-Interested***

THEIR UNLIKELY ALLY

Someone or something they have in their back pocket, to make the party's attempts to thwart them that much harder.

1) A Dragon:- *Probably out of boredom, or some manipulation magic, a dragon is on hand, ready to provide fear and fire.*

2) A Fae:- *More likely than not, the Fae is influencing the bad guy, wanting to see how far this will go. Faelings often tag along.*

3) A Giant:- *Giants are quite capable of being self-serving bastards, and for the right prize, this big lady has lent her muscle.*

4) Beastfolk:- *Somehow, the bad guy has an entourage of deadly, uncorruptible beastmen, ready to fight and die for them.*

5) The Undead:- *The politics of the necropolis do not always align, and a faction of zombies wants the bad guy to succeed.*

6) The People:- *The bad guy has made themselves a hero to the locals, only the outcasts and pariahs are willing to help the party.*

THEIR FATAL FLAW

Their biggest weakness, their blind spot, ready to be exploited.

1) Hubris:- *They've no need for some impenetrable fortress, some intricate scheme, or plausible deniability. They're constantly out in the open, sleeping in open windows, surrounding themselves in strangers, pageants and galas. Ready for a knife in the dark, or a vial in the wine glass.*

2) Paranoia:- *Someone knows. Everyone knows. No one can be trusted. Every man must be vetted, every meal must be tasted, every wall must be solid. They are sequestered, impregnable, and surrounded only by those that can always pass their constant scrutiny. The only way in is to convince a peon, or become one.*

3) Love:- *A spouse. Children. Perhaps some pet project, like a financed orphanage, favourite bakery, beloved library. There's a good person beneath all this evil, an uncommon - and exploitable - trait among bad guys. Sometimes the only way to beat evil is to become evil, and threaten what they adore.*

4) Stupidity:- *They're a fuck up, constantly doing something wrong, always coming up with terrible ideas, and executing them poorly. Every escape comes with a screaming tirade, saying "I'll get you meddling kids next time!" Make their next inevitable mistake a fatal one, so everyone can get on with their lives.*

5) Location:- *They are hamstrung by geography. Perhaps their headquarters is deep in the slums of a bustling city, or the ancient lighthouse on a tiny island, or surrounded by expanding marshland. Their home is impossible to secure, logistically dependant on imports and deliveries, and filled with cracks and blind spots. Sneaking in will be easy.*

6) Temptation:- *They have a guilty pleasure, a hedonistic streak, or some little moment of their schedule where they set aside the life of a bastard to be themselves. A brothel, a bakery, a day at the arena, somewhere they need to unwind every so often. Find out what it is, and meet them there.*



Amid the huddles of fellow adventurers scattered throughout the landing area, you notice a zombie flitting back and forth between the better equipped groups, pointing them down various ill-lit corridors and scribbling on her clipboard. Finally, she approaches you.

"Oh, hello! I see we have some new par-umm- people today! I'm Dead Leah, Karkus Head of Human Resources, and I'll be your Dungeon Crawling Liaison while you're working for us."

You can't help but notice the backpack of loose body parts and beakers of blood she carries with her.

"Now, your job is to clear out a wing of Karkus that's been overtaken by feral zombies. You get paid 30 jadecoins for every feral zombie you kill, just don't kill any normal, talking ones like me. One of my skull-ssociates will keep count for you, he'll accompany you on your quest. Try not to talk to him very much, he's grumpy that he's had his body privileges revoked."

A skull eyeballs you from behind Leah's shoulder. Or it would if it had any.

"Oh and feel free to keep any of the little trinkets or treasures you find in there, and make sure to check out our general store before you go in, to stock up on any essentials you might have forgotten."

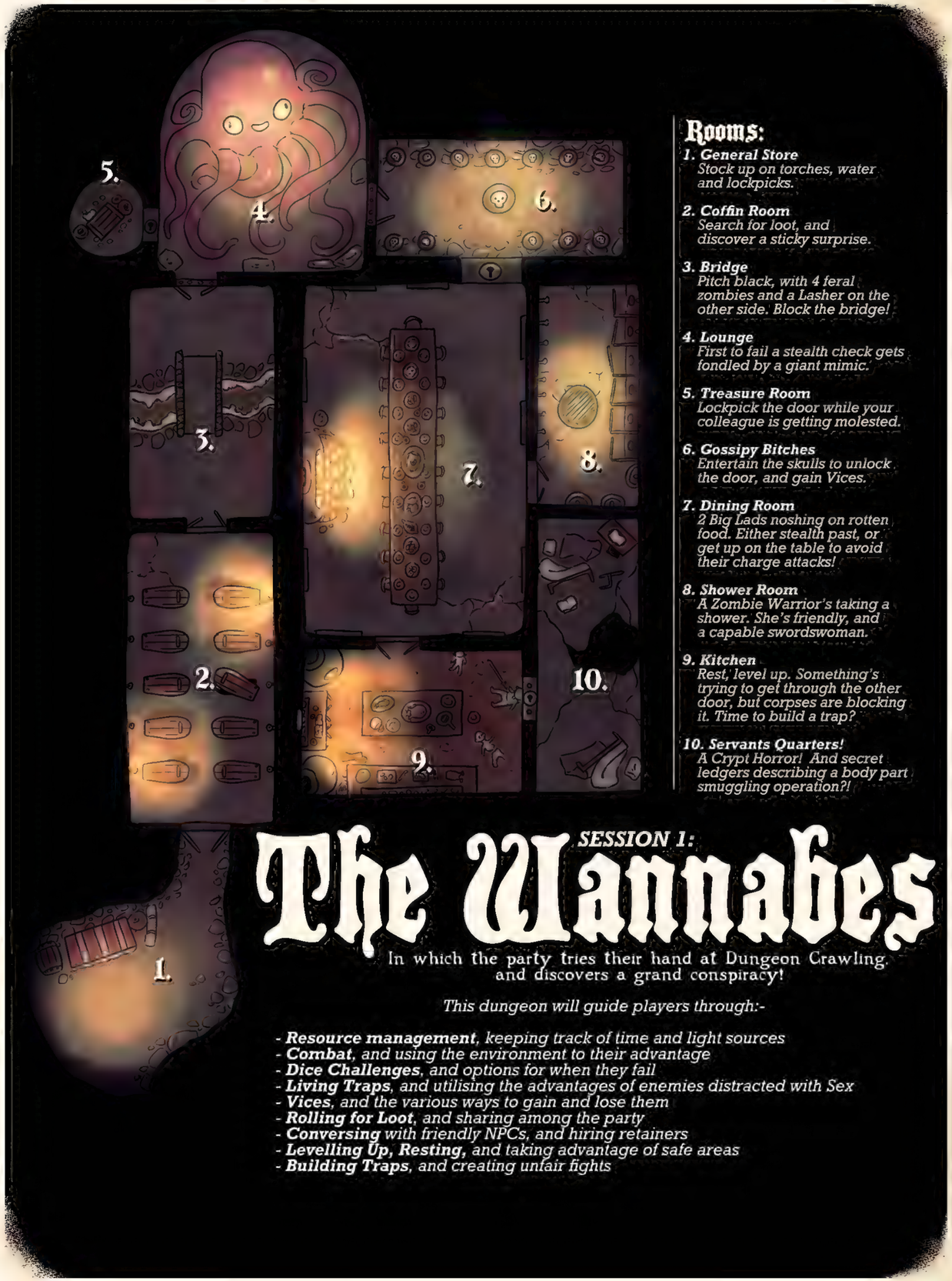
She points you towards a small stall in front of the wing you'll be clearing.

"Good luck! If you die, try to keep your bones intact. There's a real bone shortage around here lately." The skull grunts, floats off his mantle and falls into formation with your group.

This is it. Your first real quest. Granted, it's the adventuring equivalent of janitorial duty, but it's a quest nonetheless. It's time for...

Your First Dungeon

This chapter provides a series of dungeons that ease GMs into their role as storytellers, through gradually diminishing tips and hand-holding, culminating in a set of One-Page Dungeons for experienced GMs to tackle at their leisure, as well as tools to help create your own dungeons.



Rooms:

1. ***General Store***
Stock up on torches, water and lockpicks.

2. ***Coffin Room***
Search for loot, and discover a sticky surprise.

3. ***Bridge***
Pitch black, with 4 feral zombies and a Lasher on the other side. Block the bridge!

4. ***Lounge***
First to fail a stealth check gets fondled by a giant mimic.

5. ***Treasure Room***
Lockpick the door while your colleague is getting molested.

6. ***Gossipy Bitches***
Entertain the skulls to unlock the door, and gain Vices.

7. ***Dining Room***
2 Big Lads noshing on rotten food. Either stealth past, or get up on the table to avoid their charge attacks!

8. ***Shower Room***
A Zombie Warrior's taking a shower. She's friendly, and a capable swordswoman.

9. ***Kitchen***
Rest, level up. Something's trying to get through the other door, but corpses are blocking it. Time to build a trap?

10. ***Servants Quarters!***
A Crypt Horror! And secret ledgers describing a body part smuggling operation?!

SESSION 1:

The Wannabes

In which the party tries their hand at Dungeon Crawling, and discovers a grand conspiracy!

This dungeon will guide players through:-

- ***Resource management***, *keeping track of time and light sources*
- ***Combat***, *and using the environment to their advantage*
- ***Dice Challenges***, *and options for when they fail*
- ***Living Traps***, *and utilising the advantages of enemies distracted with Sex*
- ***Vices***, *and the various ways to gain and lose them*
- ***Rolling for Loot***, *and sharing among the party*
- ***Conversing*** *with friendly NPCs, and hiring retainers*
- ***Levelling Up, Resting,*** *and taking advantage of safe areas*
- ***Building Traps***, *and creating unfair fights*

Time-Keeping Tips:

It's important for the GM to keep track of the in-game time the party spends dungeon-crawling, as dwindling resources is a large part of creating tension. The threat of running out of light, food, water and potions requires players to be both cautious and reckless, which can lead to fun, dramatic and scary situations.

For easy reference, here are the times it takes to perform common actions:

Fully searching a room: - 15 Minutes

Average Combat Encounter:- +15 Minutes

Escaping a Living Trap:- 15 minute increments

Picking a Lock:- +15 Minutes

Breaking down a Door:- +30 Minutes

Talking to an NPC:- +15 Minutes

Resting:- 30 minute increments

Flicking through a book:- +15 minutes

How Long a Torch Lasts:- 2 hours

How Long a Lantern Lasts:- 6 hours

Thankfully, most of the rooms in this starter dungeon are dimly lit, but you'll need a light source for rooms 3 & 10.

Room 1: General Store

Refer to the General Store pages at the back of the Player Guide chapter for an extensive list of options. Priority items for this and all future dungeons are:

Extra Water:- 5j per serving

Lockpicks:- 4j each

Crowbar:- 4j

Antidote:- 15j each, cures Poison

Health Potions:- 50j each
(Heals Life = 2d8+Player's Level)

Mana Potions:- 50j each
(Regains Spell Uses = 1d4+ Player's Level)

(NPC) The Shopkeeper:- *A grizzled zombie, does little talking beyond grunts and nods. While bagging up your purchases, the party notices he has a third arm. If any party member calls him on it, he stays silent and points to the entrance to the dungeon.*

Room 2: Coffin Room

Description:- *A long stone hallway, with 10 wooden coffins and 10 torch sconces, 2 of which are lit. A plaque screwed to the wall reads: "Please do not disturb in-use coffins."*

If players choose to search through the coffins, reveal the contents in this order:-

Coffins under ***unlit*** *torches:-*

1) Empty
2) 5j
3) A crumpled note:- "The shipment is in the servants quarters."
4) Empty
5) A pornographic comic book aimed for Undead Audiences titled "Dead Randy", starring a zombie Dweller. This issue seems to involve the titular character trying to find spare limbs for a zombie girl that he wants to get a handjob from. (worth 5j when sold.)
6) Empty
7) Empty
8) A piece of loose chainmail. (+1 Armour to one party member.)

Coffins under **lit** *torches:-*
(If a player wants to listen to these coffins, they can hear giggling in the first coffin, and low moans in the second coffin.)

1) A pair of floating skulls are canoodling in the coffin. They fly away giggling before you can ask any questions.

2) A masturbating zombie climaxes all over the party member who opened the coffin. They gain the ***Filthy*** *status effect. The zombie runs away, embarrassed, leaving an issue of Dead Randy behind. This issue seems to resolve around Dead Randy searching for a larger penis. (worth 5j)*

The torches are removable from the sconces, and will last 2 hours.

Room 3: Bridge

Description:- *If entering without light:- Pitch Black darkness. You can hear faint groaning over the sound of running water.*

If entering with light:- A room with a bridge crossing a channel of soapy water. There's a gate on both ends of the channel, and the bridge is wide enough for one person. On the other side of the bridge are 4 Feral Zombies and 1 Lasher, slowly turning to look at the lightbearer.

Enemies:- *4 Feral Zombies. 1 Lasher. The Lasher's Tongue Whip attack can reach across the water channel. Players go first, they can move, then wait for zombies to come to them.*

Tips:- *Having one player block their side of the bridge allows 3 players to melee attack the zombies in a line as they try to cross. Anyone that falls in the channel can be lifted out with a Brawn Dice Challenge, easier if other party members help.*

Combat Tips:

How a GM approaches combat is a large part of their personal style when running a game. Some GMs roll their combat dice out in the open for all to see, letting chance, fate and chaos reign on the battlefield, while others hide their rolls, allowing them to fudge the numbers for a more controlled narrative experience, parceling out damage in a dramatic way, without outright trying to slaughter their players. It's completely up to you as to what kind of GM you'd like to be.

Like the players, every enemy and character you control as the GM has two Tactical Actions, allowing you to make evocative narrative choices while in combat. For example, zombies have zero regard for their own safety, and many will prioritise meat and body parts over combat. So with this in mind, should a player choose to -say- throw a sausage or ration as a distraction, it's fun to reward that creativity by using your zombies tactical actions falling over each other trying to get to it, opening themselves up to Opportunity Attacks.

***Remember:-** Encourage player creativity by highlighting opportunities in the encounter, such as improvised weapons like kitchen cutlery, or furniture they can use for advantages, like pushing a zombie into a burning fireplace, or getting on a table to avoid attacks. Combat can be as entertaining as role-playing, especially when the players and GM are thinking beyond simple dice rolls and damage numbers.*

Room 4: Lounge

***Description:-** If entering **without** a stealth check: A tentacle wraps around the ankle of the first through the door, dragging them up into the air, where a giant mimic proceeds to fondle them mercilessly. It's a Living Trap!*

*If entering **with** a stealth check (DC8): A gigantic, quite adorable mimic is sleeping in the centre of some sort of lounge, its tentacles splayed all over the floor. Random pillows and hookah pipes cover the corners of the room. It seems the mimic is used to entertain guests.*

*Refer to the **Living Traps page** for rules on how to deal with this giant mimic, but should you need to use the Swallowed Table, reroll any 1s or 2s. This mimic is trained to entertain guests, it's not a wild one trying to eat people.*

To the west is a locked door. If one of your party is being groped, another can use lockpicks to quietly open the door (DC12+Smarts) or pry it open with a crowbar or improvised tool, (DC12+Brawn) or hack down the door with an axe. If all party members succeed their stealth check, then prying or hacking the door down would be too loud, and wake the mimic.

*Whoever's being molested by the mimic can roll a **Sex** check and regain some Life, Spell Uses, and Exertion.*

Room 5: Treasure Room

***Description:-** A small circular room with a treasure chest in the centre.*

***Loot Table Tip:-** Rolling for loot can take a while, so it's a good idea to preselect a small list of loot that you can then refer to at a glance. This keeps the pace of the game up, and provides some narrative opportunities too. For example, a wizard is much more likely to own a bunch of magical knick-knacks, while a bandit camp's hoard is probably money and weapons over anything else.*

Below is a preselected list of Loot to roll on. Roll up to four times on it, depending how generous you'd like to be:-

1) Three Health Potions
2) Two +1 Armour Upgrades
3) A Flaming Iron Sword! (d6+2, causes Burning)
4) A Heal Runecharm (Heals 2d8 once)
5) A Dwarven Iron Figurine (worth 51j-100j)
6) A Fistful of Large Gems (worth 101j-300j)
7) A Fireball Runecharm (3d6 damage once, causes Burning)
8) 2d100 jade
9) A Large Shield
10) A Hand Shovel and bag of Ball Bearings

Room 6: Gossipy Bitches

***Description:-** A long corridor filled with skulls on podiums and shelves. At the centre of the room is a more decorated podium holding aloft an encrusted skull, with a golden plaque reading:*

"Tell us something embarrassing about yourselves, and the door will unlock."

Their eye sockets peer at you expectantly.

In order to open the door, each party member will have to say something embarrassing about their character's backstory. This should give players an opportunity to further develop their backstories and gain more attachment to theirs and each other's characters.

After everyone has answered, the door unlocks, to the stifled giggling of the skulls.

Before they go through the door, ask each player if they were lying about their character's embarrassing moment.

*If they were telling the **truth**, they gain the **Painfully Embarrassed Vice** (-1 Brawn)*

*If they were **lying**, they gain the **Wuss** Vice (-1 Moxie)*

Be sure to reiterate that Vices can be removed at various places around the city. This will give them quite a large incentive to explore the city during their next session.

Room 7: Dining Room

***Description:-** A grand dining room with a long central table, covered in plates of opulent but rotting food. A large lit fireplace to the west provides a dim light, though the eastern wall is in darkness. A huge iron chandelier hangs overhead by a rusted iron chain covered in melted candles. Halfway down the eastern wall is a closed door, and at the distant wall to the south is a slightly ajar door to the kitchen. Sitting at the table, two Big Lads violently devouring the rotting food. Even without a stealth check, they haven't noticed you yet.*

This room provides players the opportunity to choose to sneak around, or engage in combat with a surprise attack.

- If the party chooses stealth, remind them to snuff out any light sources, and that they can sneak to the door in the eastern wall to room 8 with one stealth check.

- If the party chooses combat, remind them that a successful stealth check allows for sneak attacks, and that Big Lads have Preemptive Initiative, meaning they'll go first without a sneak attack.

Be sure to highlight the large fireplace and the iron chandelier as combat opportunities, and that standing on the table prevents Big Lads from charging at them. Using exertion to dodge an enemy attack could make a Big Lad charge directly into the fireplace, and shooting the chandelier with a ranged attack could have it drop on both of them. There's also plenty of cutlery around to throw as Improvised Weapons.

Room 8: Shower Room

***Description:-** A Dwarven-built water room, with a row of toilets on the eastern wall, sinks and mirrors on the southern wall, and a row of brass showers on the western wall. At the northwest corner, a zombie is happily showering. Her zombie-made armour and weapons are by close by her. She notices you walk/sneak in, and gives a polite wave, before returning to washing her hair.*

Voicing an NPC requires a bit of improvisational thinking as a GM. Below are some questions players might ask the zombie.

***Who is she?** - "I'm Naeva D'Seesd, former housecarl to Miss Ingal, the seamstress. Now I use my swordsmanship to entertain drunken zombie lords at parties. It's more fun than being a bodyguard."*

***Why are you showering?** - "Freshening up for the party! It takes a few days for me to wash without my stitches coming loose and my hair falling off."*

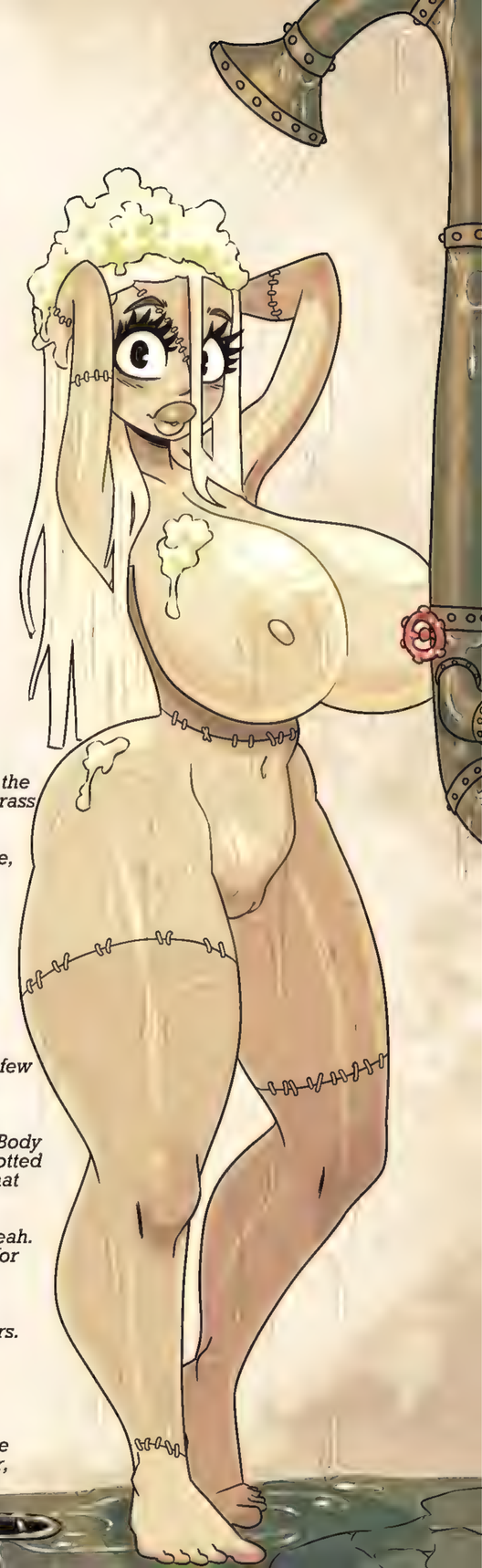
***Are you aware every other zombie is feral?** - "Huh, that's weird. Body parts come in batches, usually. Maybe the servants missed their allotted shipment? I wonder what happened to this quarter's lord, it them that usually divvys out the spare parts for his underlings."*

***There's that kind of hierarchy when you're a zombie?** - "Well yeah. Whoever has a connection to the surface gets to trade their goods for coin and corpses. And we mostly use coin to pay adventurers like yourselves to kill feral and, hopefully, create more corpses."*

***Why aren't you feral?** - "Our showers are connected to your sewers. Even though the water's treated, the magic in your bodily fluids remains, and keeps us fresh. Plus I recently got new legs."*

***Can you help us?** - "Might as well, since there's no party. Sure."*

(As an allied NPC, Naeva uses the Zombie Warrior stat block. As the GM controlling her, remember that, while she's an excellent fighter, she values her own unlife over these strangers she's teaming up with. If she takes too much damage, have her back off, or even run away.)



Room 9: Kitchen

Description:- *Dessicated zombie corpses litter the loamy floor of an otherwise well-equipped kitchen. One is slumped against a pounding, barricaded door on the eastern wall, frightening but secure. There's a central preparation table covered in rotting food and cooking utensils, two ovens at the corners of the eastern walls, and shelves and tables at the southern and eastern walls. Ceiling beams hang low across the room, holding more kitchen equipment.*

There's also a hatch to serve food and drinks to the Coffin Room that is large enough for one person at a time to fit through. For now, this room is safe.

This room gives players a chance to rest, level up to 1, and prepare a trap for whatever monster is trying to get in through the eastern door.

Trap tips:- *Refer to the Mechanical Traps page for a sample of possible traps. In this room, the floor is soft enough to dig a pit in with kitchen pans and fill with knives, while the ceiling beams can be used for creating a tripwire-activated weapon swinging trap.*

The final fight of this dungeon has immediate retaliatory attacks for those that attack it in melee, so it's a good idea to strongly suggest some sort of trap, without giving away the upcoming boss fight.

Once the corpse blocking the door is moved, the Crypt Horror in Room 10 immediately bursts through the door, and combat begins.

If the fight is going poorly, highlight the hatch to room 2 that the party can escape through, one at a time.

Room 10: Servants Quarters

Description:- *Scattered bedroom furniture frame a seemingly bottomless pit, from where the Crypt Horror must have emerged. Suspiciously, loose body parts, vials of scabby blood and burlap sacks of rotting guts can be found scattered on the soft floor.*

A ledger can be found among the viscera, written in a rudimentary cipher.

There's seemingly nothing in this room of value beyond the ledger. Players can make a Smarts check (DC12) to find a purse of 2d50 jade.

Understanding the encrypted ledger requires a Smarts check, (DC10) and reads the following:-

Mournday 26th - 2 Noggins, 3 Sword-Swingers with Feelers, 1 severed Feeler.

Chewersday 27th - 1 Noggin, 5 Joggers with Toesies, 8 Toesies, 6 bags of Stew, 1 Noggin

Whensday 28th - 1 jar of Peepers, 1 Schnoz, 3 bags of Chompers, 6 Trunks.

(a note in the margins:- This is too much, the storage isn't cold enough for all this)

Thotsday 29th - 8 bags of Stew, 7 Noggins, 6 Trunks, 7 Sword-Swingers with Feelers

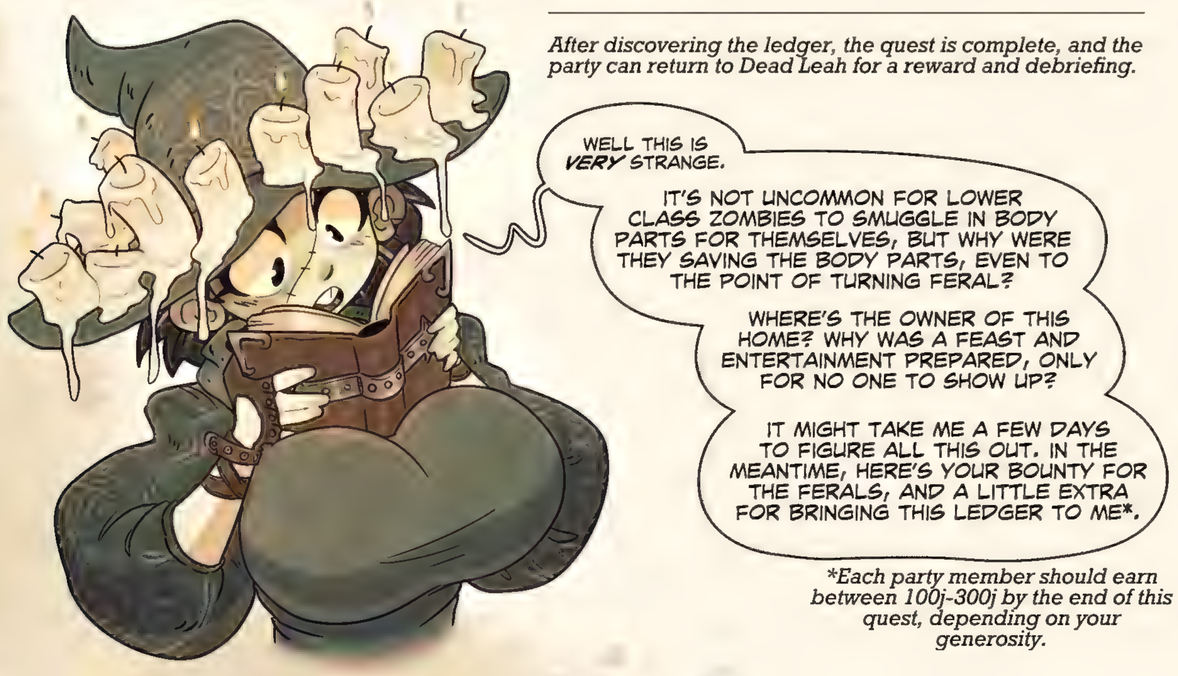
Friedday 30th - Nothing.

Sittingday 31st - Nothing again. Maybe the boss is actually listening to us.

Sunningday 32nd - 14 bags of Stew, 13 Noggins, 8 Trunks, 17 Sword-Swingers with Feelers, 9 Severed Feelers, 19 Joggers with Toesies, STORAGE FULL

Mournday 33rd -

After discovering the ledger, the quest is complete, and the party can return to Dead Leah for a reward and debriefing.



**Each party member should earn between 100j-300j by the end of this quest, depending on your generosity.*

After the Quest

Description:- *Dead Leah thanks you for completing the quest, and mentions a tavern across town that accommodates new adventurers; The Pie & Sausage Inn. She recommends taking a taxi this late in the evening, as the surface is just as dangerous as her world at night.*

Tips:- If this is your first session of Vice & Violence, the last task of the evening should be finding an Inn and renting rooms for the night. Skip ahead to the ***Civilisation chapter*** *for details on how to traverse the city.*

- If your session's running long, a taxi will get you to the Inn without incident.

- If you have about an hour left in your session, you could try taking a bus, which requires more exploration of the city map, but not as much as walking.

- If you have plenty of time left, walking across the city provides a fun peek into some of the various locations and events to be found when above ground.

Hiring Naeva D'seesd

If Naeva D'seesd, the zombie swordswoman you found in the Shower Room, didn't run away or die, she'll happily work for the party as a mercenary. She won't come up to the surface with the party, but for any dungeons in the city of Karkus, she'll tag along for 100j per dungeon.

Naeva *:- "Sure, that was fun! I haven't used my sword for actual fighting in a couple hundred years. I usually hang out around the adventurers landing area anyway, so if I see you around, I'll come say hello."*

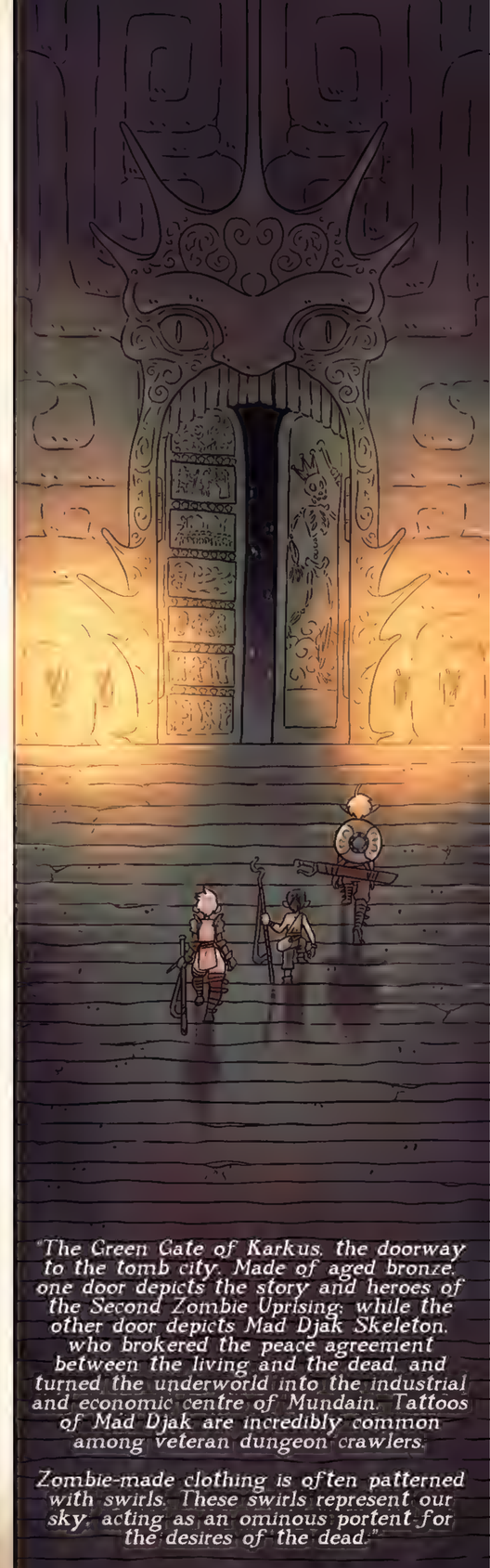
Player Death Tips:

If any players die during this quest, the living players can retreat to the initial landing area where Dead Leah gave adventuring parties their various assignments.

To do this, retreat to Room 1 and leave the dungeon map, while any dead players roll up new characters. Adventurers in this world are very common, and there's always a few stragglers in Karkus looking for a party.

Remember not to take this for granted, as the vast majority of dungeons aren't so close to Karkus. In future sessions, the party will have to be reformed using adventurers when rolling for Wanderers, which will be approached in a later dungeon.

Inventing creative ways for the party to be reformed can be a fun and flavourful narrative experience, and GMs are encouraged to make up ridiculous excuses.



"The Green Gate of Karkus, the doorway to the tomb city. Made of aged bronze, one door depicts the story and heroes of the Second Zombie Uprising, while the other door depicts Mad Djak Skeleton, who brokered the peace agreement between the living and the dead, and turned the underworld into the industrial and economic centre of Mundain. Tattoos of Mad Djak are incredibly common among veteran dungeon crawlers.

Zombie-made clothing is often patterned with swirls. These swirls represent our sky, acting as an ominous portent for the desires of the dead."



Rooms:

1. Entrance
No general store, since this isn't your typical dungeon.

2. Dining Room
Interrogate the servant, return here for more questioning.

3. Hallway
Connects to the other rooms, as a hallway does.

4. Locked Room
There's something shuffling around in there, but the door's locked with a strange puzzle.

5. Kitchen
A suspicious recipe book? Why is every recipe a three digit number?

6. Shower Room
One of the nozzles opens a secret passage.

7. Treasure Room
This must be where they stash their smuggling profits.

8. Dormitory
One of the desks is locked with a numerical padlock!

The Plot Thickens

SESSION 2:

In which the party interrogates a servant to find out where the body parts are coming from!

This dungeon will guide players through:-

- ***Conversing with Uncooperative NPCs**, using abilities other than Hotness in conversation, and knowing when an NPC is lying.*
- ***Solving Puzzles**, and keeping tracks of clues, and puzzles within puzzles.*
- ***Exploring the city**, and investigating occult activity.*

Before the Dungeon:

"A letter is slipped under the door of your room, smeared in old blood with a fingerprint wax seal. Upon opening it, the letter's revealed to be from Dead Leah, your dungeon-crawling liaison. It reads:-

'To my esteemed entrepreneurial colleagues. I have discovered upon a man suspected to be involved with the parts-smuggling operation your party chanced upon in that household. At your earliest convenience, please meet me underground, where we will corner and interrogate him forthwith. Please tell no one of this, as I am operating beyond my jurisdiction in hopes of promotion and a more attractive pair of feet.

Yours, freshly

Dead Leah, Head of Human Resources'

***Tips:-** This is an investigative dungeon, with simple puzzles and some required roleplaying. As such, the dungeon's session length will vary greatly from party to party. It's a good idea to start this dungeon early in the session; if the dungeon is completed quickly the party can spend extra time searching for the villains throughout the city, and if the session runs long, the GM can end on a cliffhanger with a clear goal for the next session.*

Room 1: The Entrance

***Description:-** Leah leads the party through a maze of poorly lit alleyways in the bowels of Karkus, until they reach an unassuming doorway.*

***Leah:-** "The manor you emptied of ferals the other day belonged to a Mr. Dee Cedent, a surgeon and bit-stitcher for the less affluent of Karkus. He seems to have disappeared, but in here is his manservant, Rhodkill. Remember, we're here to find the body parts smuggling operation, that's the priority."*

***Tips:-** There is no general store at the entrance, but every room is lit in this dungeon, and there's food and water available in the next room.*

Room 2: Dining Room

***Description:-** Three benches dissect a large, but bare, rectangular hall. On the far wall is a doorway, leading deeper into the servants abode. On the long left side wall is a large, humble stone fireplace. Rhodkill sits meekly on the central bench.*

***Leah:-** "Mr Rhodkill, my friends would like you to answer some questions. You'll notice that they are very much alive, and very much aren't the Karkus Department of Death and Safety-"*

(Rhodkill shudders at the mention)

"So I would recommend you cooperate, so that I won't need to call them."

Rhodkill:

***Description:-** In any other part of the universe his name would be "Igor". A patchwork cloak around a patchwork body, hunched and poorly knitted together, sporting a nervous smile and odd-sized eyes, neither of which looks at who he addresses.*

Zombies that can't afford to buy their own body parts must rely on the generosity of their employer to provide them. This is why Leah, who works for the city, has parts that fit perfectly together, while Rhodkill looks like a serving of mashed potatoes in an anorak.

***Tips:-** When roleplaying as Rhodkill, refer to this paragraph for what he knows, what he doesn't know, and what he's lying about. If you're good at it, talk with a lisp. Rhodkill's tongue doesn't fit his mouth.*

Q: What was his part in the operation?
*A: He says that he's not an integral part of the operation, that his job was simply to distract Mr. Dee Cedent. **{Truth}***

Q: Where are the body parts coming from?
*A: He doesn't know who's providing the body parts. He says the body parts weren't sold at a premium, instead they're handed out to those that can't afford them. **{Truth}***

Q: Who's in charge of the operation?
*A: He says that Mr. Dee Cedent is in charge of the body part smuggling operation. **{Lying, contradicts that he said his job was to distract Mr. Dee Cedent}***

Q: Who's REALLY in charge of the operation?
*A: He says no one knows, someone in the city above must be a sympathiser to the working Zombie. The zombie that handled the logistics on their end turned feral. He lied because he doesn't want similar operations to be investigated and broken up. **{Truth, but incorrect}***

Q:What's behind the locked door to room 4?
*A: He says it's just dossiers, logistics, paperwork, messages to and from those that need body parts. **{Lying}***

Q: What's REALLY behind the locked door to room 4?
*A: Corpses. **{Truth}***

Q: How do you open the locked door to room 4?
*A He doesn't know. **{Lying, use the tips throughout this dungeon to have Rhodkill give occasional clues.}***

***Tips:-** Players can use Moxie, Smarts and Brawn in place of Hotness when making a Disposition check, to intimidate or trick people into temporary cooperation. But, this will negatively affect their Disposition in the future.*

If players have difficulty or aren't enjoying the puzzles, remember that they can simply bully the answers out of Rhodkill.

Though this is not very nice.

He is adorable.



Room 3: Hallway

Description:- *An upside down L-Shaped hallway, dimly lit by torch sconces, with four doors arranged evenly throughout.*

Room 4:- *The first door is locked by a strange mechanism. (explained more in the Room 4 paragraph.)*

Room 5:- *The second door opens to a small kitchen.*

Room 6:- *The third door leads to a dingy shower room.*

Room 7:- *The final door leads to a shared bedroom.*

Timekeeping Tips:- *Travelling up and down this hallway only takes a few moments, so its not worth adding 15 minutes every time the party wanders through.*

Room 4: Lock Puzzle

Description:- *The wrought iron door is kept shut by a strange and intricate lock. Six circular indentations, each about the size of a coin, create a five-pointed star pattern, inlayed into a large crank with a wooden handle, currently pointing upwards.*

*On the **left** side of the crank is an iron engraving of the sun. On the **right** side of the crank is an engraving of the three moons. On the **top** side of the crank is an engraving of a sunset. On the **bottom** is an engraving of a banana.*

*Two of small indentations are already filled. The central hole houses a coin with an intact skeletal **torso**. The bottom-left hole holds a coin of a **foot**. The other four coin slots are empty.*

Underneath the crank is an inscription, a riddle. It reads:

"Silly Human, bumped his head,
Carrying Banana Bread,
Smashing fellow, real top bloke,
Went to bed and never woke"

Tips:- *The goal of this puzzle is to find the 4 missing coins - the skull coin, the left and right hand coins, and the right foot coin - then crank the handle twice, first to the banana, then to the three moons, to open the door.*

With a successful Smarts check, you can opt to tell players some or all of the information, but encourage them to try and figure it out.

Rhodkill is secretly holding the Skull Coin. *Players will need to figure out that he's holding it, then convince him to give it to them.*

Use Rhodkill to give hints to the puzzle, but not of his own volition. Make players force him to talk through Disposition checks or other, more creative means.

(After inserting all the coins and turning the crank correctly to the banana engraving)

Description:- *Some of the tumblers of the lock wheel and click into place with a satisfying ker-chunk, ker-chunk, ker-chunk, but the door is still locked.*

(Turning to an incorrect engraving - the sun or the sunset - after turning to the banana)

Description:- *You hear the set tumblers creak back into their original position. This seems to have been the wrong choice. The lock has been reset.*

(Upon turning the crank first to the banana engraving, then to the three moons engraving.)

Description:- *You hear the rest of the tumblers engage, and the door creaks open.*

Room 5: Small Kitchen

Description:- *A tiny, miserable servants kitchen, barely equipped to feed staff with rudimentary stews and gruels. There's a paltry selection of smoked meats, bread rolls, sacks of oats and small water barrels. Under the wooden counters are three closed drawers.*

First drawer:- Wooden spoons, iron knives and forks.

Second drawer:- Nothing.

Third drawer:- A suspiciously thick journal marked "Recipes", stuffed with loose papers.

*Upon opening the Recipe book, the **Right Foot Coin** falls out, opening the book to the latest page. Something about the page feels familiar.*

(Recipe: 284)
Mournday 26th - 2 Head of Lettuce, 3 Lean Meats, 1 Banana

(Recipe:735)
Chewersday 27th - 1 Head of Lettuce, 5 Calf Steaks 8 Cocktail Sausage, 6 Offal Pots, 1 Head of Lettuce

(Recipe: 899)
Whensday 28th - 1 jar grapes, 1 Pepper, 3 bags of Popcorn, 6 Rump Steaks. FEAST?

(Recipe: 612)
Thotsday 29th - 8 Offal Pots, 7 Head of Lettuce, 6 Rump Steaks, 7 Lean Meats

(Recipe: 744)
Friedday 30th - Water Soup.

(Recipe: 919)
Sittingday 31st - Water Soup.

(Recipe: 112)
Sunningday 32nd - 14 Offal Pots, 13 Head of Lettuce, 8 Rump Steaks,17 Lean Meats, 9 Bananas, 19 Calf Steaks FEAST, FEAST, FEAST

(Recipe: 451)
Mournday 33rd -

Successful Smarts Check (DC12):- *This page lines up perfectly with the encrypted ledger found in the Servants Quarters of Mr. Dee Cedent's manor. The recipe numbers don't **seem** to correlate with anything.*

Room 6: Shower Room

Description:- *A rudimentary shower room, Dwarven pipework criss-cross the far wall, with temperature adjusting knobs, while cubicles line the near wall. But there's a suspicious bare spot on the far wall, underneath the last shower head, about the size of a Dwarf.*

Tips:- *After a successful Smarts check (DC10), someone will notice that the shower head over the bare spot is turned the wrong way round, pointing upwards.*

*-**Tall characters** are tall enough to reach the shower head and turn it around. **Short characters** will need to stand on another characters shoulders.*

Upon turning the shower head, the bare spot slides away, revealing a secret passage.

*-The pipes around the secret passage **are too hot for a tall character** to squeeze through. Turning down the adjustable knobs makes the pipes cool enough for **one** tall character to squeeze through.*

The temperature knobs must be held in place in order to keep the pipes cool. If a tall character wants to get to Room 7, all other players must be holding temperature knobs.

*If a tall character tries to squeeze through the hot pipes without the rest of the party holding the knobs, they must succeed a (DC20+Moxie) check, **and** suffer 2d6 damage. Though they will need to do it again to get back through. If they fail the DC, they suffer 1d6 damage.*

-Short characters can get through while the pipes are still hot. Multiple short characters can get through the gap, one at a time.

Reminder:- *Anyone under 5 foot tall is considered a short character. Dwarfs, Dwellers, Satyrs, Goblins and Koboldian Dragonkin are short.*

Room 7: Treasure

Description:- *A tiny hideaway houses a locked treasure chest, surrounded by purses of jade. Above the lock is a picture of a **Flutterfly**.*

Tips:- *Picking the lock should be difficult, but not impossible. (DC 16-18 + Smarts).*

The bags of coins total 2-6 d100j, depending on the size of the party, and how generous you'd like to be as a GM.

There is a flutterfly key in Room 8.

- Inside the Treasure Chest is the Left Hand Coin, and any Treasure or Magic Items you'd like to bestow upon your party.



"The easiest way to solve a puzzle is to beat up someone who knows the answer."

-Chapter 7, page 193 of Kragnok the Immortal's Guide to Barbarianing



Room 8: Dormitory

Description:- *A dingy L-Shaped bedroom with 5 bunkbeds, totalling 10 beds. There are two dressers, each equipped a drawer and a murky mirror, allowing the servants to make themselves presentable.*

*- The **first drawer** the party checks is locked with a **3 digit combination padlock**.*

*The code is **451**, the latest "recipe" in the recipe book. With a successful Smarts check (DC10) the player remembers that they've seen 3 digit codes in the recipe book.*

*After unlocking the first drawer, the party finds a **Flutterfly Key**, able to unlock the treasure chest in Room 7.*

*- The **second drawer** has the **Right Hand Coin** inside.*

Tips:- *Once the party has three coins, have Rhodkill 'look nervous and shifty', alluding to the fact that he has the fourth coin, the **Skull Coin**. With an easy Smarts check, you could point out that he's fidgeting with something in his pocket.*

It's a good idea to highlight this without outright saying it. If the players don't catch on and begin to retrace their steps thinking they've missed something, you can have Leah point out that Rhodkill's hiding something in his pocket.

Once the party has all four coins, refer to the Room 4: Lock Puzzle paragraph for unlocking the door, and the paragraph below once the door's unlocked.

Room 4: Flesh Pit

Description:- *The moment the lock clicks into place, you are assaulted with the screaming of rusted iron hinges, the anguish of seeping darkness, and the stench of blood. The door creaks and judders, agonisingly slowly, pitch black pouring into the hallway. Then, it's wrenched open, the squealing hinges giving way to the roar of a **Crypt Horror!** Leah and Rhodkill scramble for cover as you ready yourselves against the congeries of flesh and limbs!*

Before the party can investigate the room, they must kill a Crypt Horror. After the battle, a Level Up makes for a good reward.

In order to investigate the Flesh Pit, the party needs a light source. Remind them that there's torch sconces on the walls of the hallway.

Description:- *Fresh, crumpled piles of meat and bone piled under a central chute. The stench is overwhelming, the sight is even worse. It's clear that someone above is sending bodies down, the fall only broken by any uncollected corpses. An occult sigil decorates the back wall. It looks vaguely like a snake entwining a ceremonial dagger. Some of the more intact bodies are branded similarly.*

(Roll a DC15+Moxie. Anyone that fails vomits from the horror of it all, and gains a Vice.) *Neither Leah nor Rhodkill know what the sigil means. Rhodkill says that room's been there since his undeath and employment by Mr. Dee Cedent.*

After the Quest:

Description:- *Dead Leah examines some of the corpses. A lot of the bodies were damaged post-mortem, but among the more intact specimens, a pattern emerges.*

Rope bindings on the wrists and ankles. Stone imprints on the backs and buttocks. Brands of the snake & dagger on the back of the neck.

Slit throats.

"Murder, I reckon," says Leah. "Occult stuff. And not a receipt among them."

Rhodkill, in the doorway, has gone pale. Which is quite a feat for a dead person.

"Blood cult corpses are supposed to go through official channels, with certificates saying stuff like 'We, the Cult of Stolen Tomorrows, decree that no one is gonna miss this poor bastard, so help yourselves'.

"Once people start going missing, people that might actually be looked for, well, that's bad for inter-liminal relations."

Leah turns to the party, worried but determined.

"Can I trust you guys to find whoever's doing this? I really don't wanna have this go through the Department of Death and Safety. They get a bit frightening when people start breaking the rules, and even more so when its alive people doing it."

She offers a sketch of the sigil, the snake entwining the ceremonial dagger.

"I don't know much about cults, I was dead before they were a thing. But I imagine anyone that works this hard on a logo is keen to show it off".

Tips:- *This dungeon acts as a way to determine yours and your players enjoyment - or at least tolerance - of puzzles, and puzzles within puzzles. If they had fun, remember that when creating your own adventures.*

If they had trouble, or resorted to bullying Rhodkill into solving the puzzles for them, that's also useful information to have going forward, allowing you to focus more on roleplaying, combat and exploration over puzzle solving.

Setting up the Next Quest:

*It falls now to the party to find the source of all these fresh corpses, with only the **snake and dagger sigil** as a lead.*

As the GM, you can place the Headquarters of this mysterious cult anywhere in the city you'd like, though occult activity and blood magic is the remit of the middle class, (working class people are too busy and the rich can afford to hire a wizard) and so the Middlefolk Suburbs are the most narratively explicable location.

Searching for clues as to the whereabouts of this cult provides innumerable opportunities for roleplaying and fun, unique strategies, both for players and as a GM.

- The party could ask around in taverns or brothels, receiving varying levels of helpfulness or aggression.

- A quest giver could offer information on a tit-for-tat basis, getting the party side-tracked with a morally ambiguous favour or errand.

- The party could roam the streets looking for a banner or icon, becoming embroiled in random encounters or helping folk along the way.

- Perhaps they bump into some fleeing escapee, already branded and begging for assistance.

- Or beseech the aid of the Thieves or Harlots guild, using their on-street eyes and ears in exchange for some quid-pro-quo thievery or "bartered affection".

- The party could spy a couple of robed cultists wander down an alleyway, following them from a distance or confronting and interrogating them.

Above are just some of the possible ways you and your players might tackle this city-wide investigation. If you're not confident about your ability to improvise and think on the fly, it might be best to end the session once this dungeon is complete, so you can prepare as much as you need for the next one.



ROLEPLAYING DUNGEON:

The Lighthouse

A classic damsel in a tower, except everyone's drunk.



Rooms:

1. **Weapons Check**
No weapons or armour past this point. The guy at the desk is miserable, he's always stuck doing this.

2. **Party Room**
Food, drink, hookah pipes and partying (3d4) bandits. (1d4) dancers provide the entertainment, but they're not loyal to these arseholes. Cutlery can be used as improvised weapons.

3. **Pantry**
Enough food to last weeks. On closer inspection, there's a barrel of slug poison in here too.

4. **Wine Cellar**
5 huge kegs of alcohol. Whoever tastes it gets drunk immediately, it's explosive!

5. **Caveside Entrance**
A way to sneak in without giving up your armour and weapons, but falling into the water without a mermaid means almost guaranteed death. The bandits will grab their weapons if they spot you with yours!

6. **Moody Room**
Red paper lanterns create a sexy vibe, but the rooms occupied with (1d4) bandits and a dancer. Stealth, or a good distraction to get in the next room.

7. **Prison Room**
The Damsel's in here, but the door's locked, and bandit boss has the key. It's a complicated lock.

8. **Light Room**
The bandits' treasures are kept here. It's mostly stuff they stole from the local village.

Before the Dungeon:

A nearby village is seeking help, as one of their own has been stolen away by the bandits that took over the lighthouse. They have little to offer, as the bandits raid the village for supplies and valuables. Interviewing the locals reveals the following information:

1) A bard troupe known as the Canoodlin' Yoodelers is at the village inn, due for a performance at the lighthouse. They're in room 3, passed out drunk.

2) The village brewer has been upping the amount of alcohol in the booze the bandits have been stealing. A demonstration in a shot glass shows that the booze is explosive, but leaves no smoke.

3) The bandits were former residents of the village. The former lighthouse keeper wasn't, and was hated among the villagers.

4) The abductee had a fling with the bandit leader before they became outlaws. It's not known if she was stolen or they absconded together.

5) Dancers come and go from the lighthouse, having to check their weapons and armour at the entrance. The local seamstress can make copies of their outfits very quickly.

6) Mermaids frequent the local tavern, able to swim up and order. They tell the party There's a secret cliffside entrance to the lighthouse, but it will require sneaking in at night and using climbing gear to get to. If anyone falls, a hired mermaid can catch them.

During the Dungeon:

- Bandits will happily brawl with improvised weapons, but damaging spells like Fireballs will cause them to scramble to the Weapons Check room to grab their gear.

- Slug Poison takes the form of little brown pellets, scattered around a garden. They'll need to be ground up if they're to be put in food and drink.

- A fuse can be made with a length of rope or string and a source of fire. Shoving a lit fuse into a keg tap will cause a delayed explosion.

- The Lock/Unlock Utility Spell is enough to unlock the door to room 7.

- The Dancers in Room 2 have no allegiance to the Bandits, but there's no privacy in Room 2 to talk. One of the party will need an excuse to get away with a dancer.

- The top of the lighthouse is a glass dome. It's possible, though very difficult, to climb up to the top and smash your way in. The damsel will give a description of the bandit leader, and ask the party not to kill them.

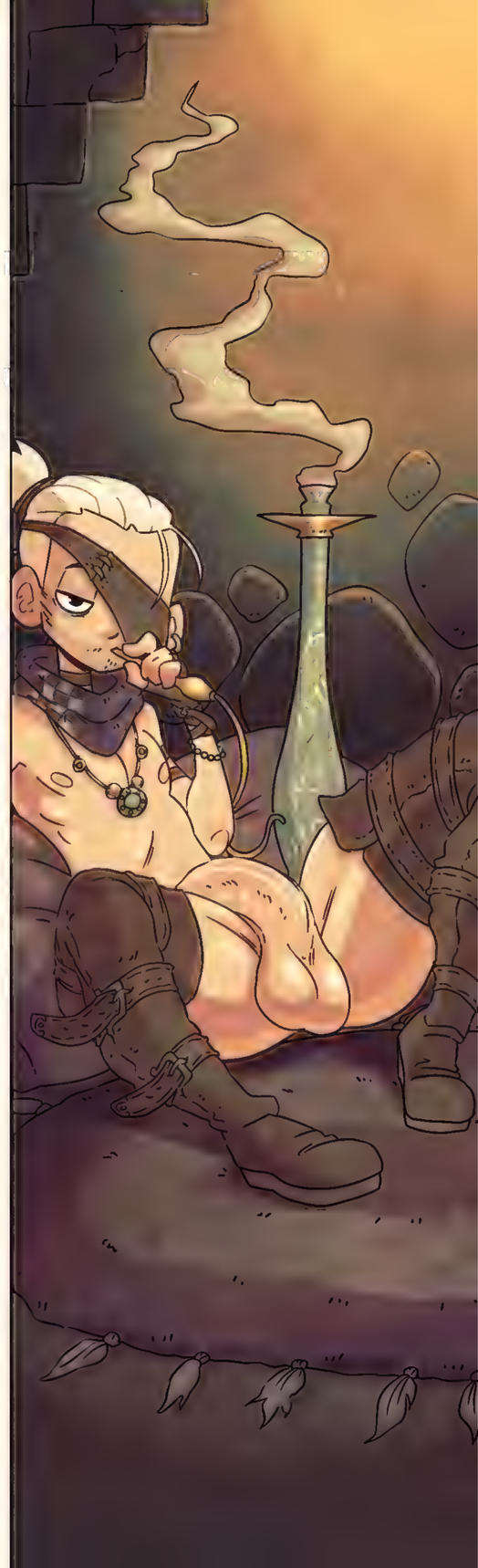
After the Dungeon:

- Killing the bandit leader will make the damsel upset. The rest of them she doesn't care about.

- Blowing up the lighthouse will make the whole village moderately annoyed, as it used to be a source of income.

- Most of the loot available is rations, drinks, jade, and low quality weapons and armour. Add a couple of magic items and a grimoire if the party came up with a fun solution.

- Snuffing out the light of the lighthouse causes a pirate ship to crash nearby. Pirates do not enjoy crashing.



FIVE ROOM DUNGEONS

The following pages describe some small dungeons that GMs can use on-the-fly or add to using the Dungeon Generator. Each of these dungeons have a small scenario that gives you a thematic reason leading into the dungeon, though it's up to you and your story as to how to use them. Refer to these pages when you need a dungeon quickly, or as inspiration for future sessions.

1) WORKING FOR ZOMBIES:-

Scenario:- *An undead lordling has been driven from their home, their entire staff turned into feral, shambling zombies. They petition the party to clear out their underground home.*

Room 1:- *A long, unlit corridor leading to the home proper. The party will have to battle their way through feral zombies in order to reach the abode.*

Enemies:- 4-6 Feral Zombies, 1 Lasher

Room 2:- *Shelves of bickering, gossiping skulls surround the doorway to the home, magically locked. They say that they'll only let the party in if they each share something embarrassing about themselves.*

Each party member gains a Vice for the humiliation.

Room 3:- *After the last party member is let through the door, the doors swing shut with such force that all light sources are extinguished. The party needs to find or create a light source to see where they are going.*

- There is a large firepit in the centre of the room, and torch sconces and cheap tapestries lining the wall. There are dull embers in the fireplace.

- Adventurers can create sparks using iron or steel weapons with a medium difficulty Brawn Check.

- Feeling around, the party can find a book of strike-anywhere matches to light the firepit and / or the torch sconces.

- Once a light source has been found, the party finds themselves in a crumbling smoking lounge, all exits except ***two*** *have been sealed by rocks and debris. (Room 3a and Room 4).*

Room 3a:- *A locked but damaged door. The party can quietly unlock it, or bash it open.*

Treasure:- An extraordinarily violently vibrating sex toy (100j) and (d4+1) healing potions. Shattered pelvis bones lay scattered around the small room, with graffiti alluding to immense enjoyment.

Room 4:- *A long hallway, currently occupied by a giant mass of rogue body parts. It's a Crypt Horror!*

Enemies:- 1 Crypt Horror

- If the party quietly unlocked Room 3a, the Crypt Horror hasn't noticed them yet, and the party can plan accordingly . If they bashed open the door, the Crypt Horror is aware of them.

- The party can retreat to Room 3 to use the firepit and any burning sconces to their advantage.

Room 5:- *A sizeable pantry, largely filled with smoking tobacco and horrifically potent alcohol. Nestled away is a treasure chest. (roll on the Loot table.)*

Afterwards:- *The lordling thanks the party for their efforts, but laments the destroyed state of their home. They say they'll recommend the party to friends of theirs, and offers (100j-300j), depending on how much damage the party did to their house.*

2) THE ZOMBIE'S TATTOO:-

Scenario:- *A freshly dead adventurer, missing an arm, is still getting used to life as a zombie. They've spotted a well-to-do zombie woman around Karkus with the same tattoo they used to have, and are convinced that's their arm. They ask the party to get it back, and will pay handsomely for it.*

The perpetrator was last seen at a high-end Karkus tavern.

Room 1:- *The party will have to convince the doorman to let them into the tavern. They could be performers, entertainers, guests of a notable zombie, kitchen staff, sexjesters, or colour themselves in grey paint. They could also sneak in through a back entrance or window.*

Room 2:- *A bustling tavern hall, with a band playing on stage, while groups of zombies drink and have fun. The party needs to find the zombie with the specific arm tattoo their client is looking for. They could start asking around, but it might draw suspicion.*

There are stairs leading to 3 small rentable bedrooms.

The zombie with the tattoo should be in the last bedroom the party looks. The bedrooms checked should be in the order below, regardless of which door the party opens first.

Room 3 (Bedroom 1):- *As soon as the door opens, Stinkleaf smoke billows out of the room, getting the party stoned and lowering their Exertion to 0. There are 3 smoking zombie in the room, but none of them are the culprit.*

-Searching the room, the party finds an incredibly ornate bong in the shape of a centaur penis, worth (100j). Using it with Stinkleaf creates dense, vision-obstructing clouds.

Room 4 (Bedroom 2):- *When the party enters the bedroom, the door locks behind them. A bouncer (using the Big Lad stat block) steps between the party and the door, and a very attractive zombie begins a strip tease.*

- It should be noted that a zombie strip tease includes their skin.

If the party doesn't pay 100j, the strip tease continues, and the party gains a Vice from the horror. If they don't pay when the dance is finished, they'll have to fight the bouncer and stripper.

Enemies:- 1 Big Lad, 1 Zombie Warrior with 0 Armour.

Room 5 (Bedroom 3):- *The party discovers the culprit, completely dismantled but still alive. A mysterious cloaked figure jumps out of the doorway, with what seems like a fresh and impressive set of breasts.*

The culprit, now a collection of body parts, begs the party to help get her tits back, and is willing to give up her tattooed arm as payment. Of course, there's nothing stopping the party from taking the arm and leaving.

Afterwards:- *After retrieving the arm, the adventurer thanks and pays the party for the job (150j-250j), and is willing to teach a Martial Skill of their choice to the party in addition.*

3) THE MISSING TITS:-

Scenario:- *The zombie the party discovered in the tavern in the last scenario is back together, except for her favourite accessories, her enormous chest, and an arm. She beseeches the party to chase down the hooded figure, who was last spotted heading to the surface through a disused passageway.*

Room 1:- *The door to the passageway is magically sealed. Over the arched doorway is a riddle:*

"Speak Melon and Enter."

(How you interpret this is up to you, but it should be noted that the zombie with huge tits passed the riddle.)

Room 2:- *The passageway leads to a small hall with two doorways, above which reads "One guard always lies, the other tells the truth."*

On the ground in front of the doorways are two zombie guards, both cut to pieces. One's head is cut in half horizontally, but his eyes are still blinking. The other's head is cut similarly, but his mouth still works.

The party can ask as many questions as they like, though the guards still follow the truth / lie rules.

(The hooded zombie the party is chasing is the one who cut apart the guards.)

Room 3:- *The correct doorway leads to a long upward slope, slippery with ectoplasm and filled with jeering ghosts.*

A party member must make three successful Moxie checks to climb up the slippery slope unassisted, or find a way to climb up with the tools they have available.

If one party member reaches the top, they can aid the others with a rope, long staff, etc.

The first time a party member falls down the slope, the ghosts laugh uproariously, causing the faller to gain a Vice.

Room 4:- *The slope leads to the ground floor of a wizards tower, where stands a slime covered cloaked woman, dressed in ornate zombie-made armour, and with big tits. It's definitely the zombie the party was chasing, but shockingly, she's very much alive.*

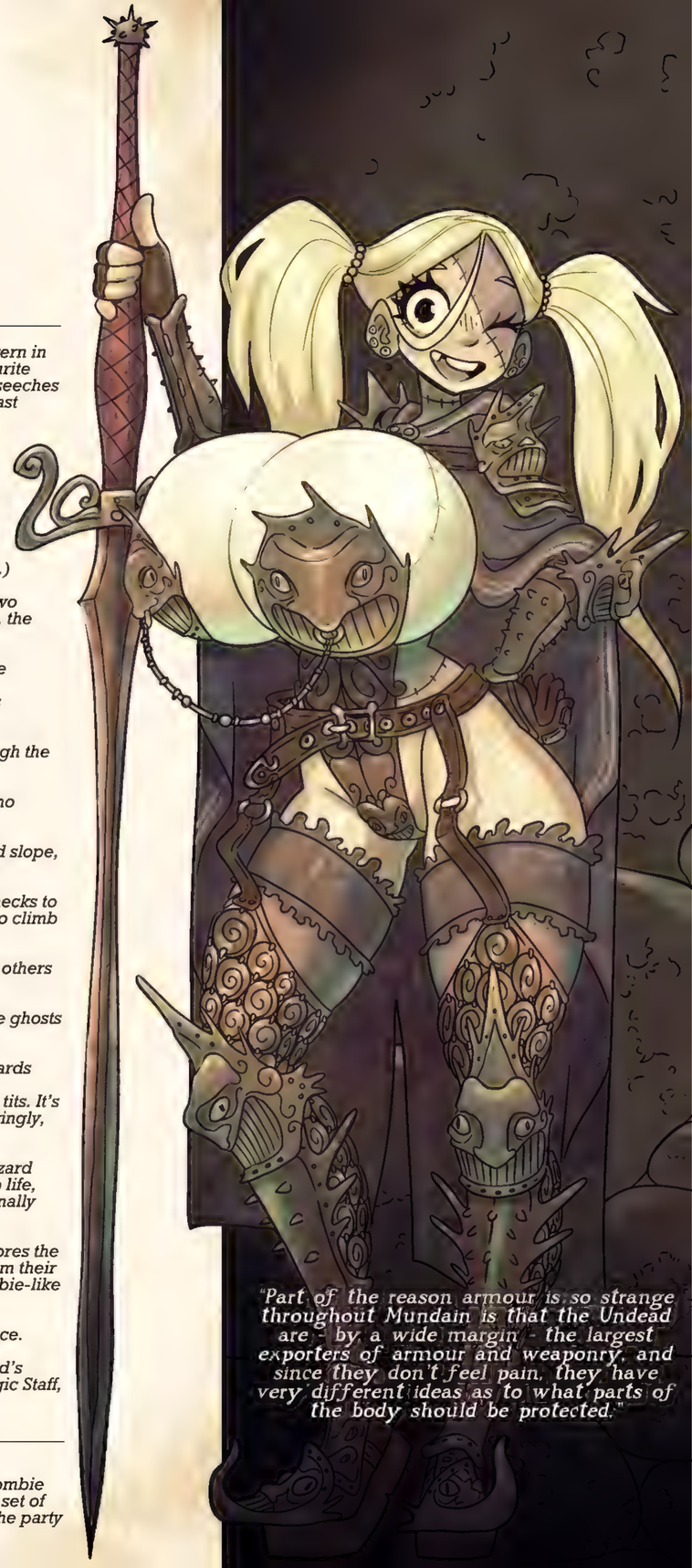
She's willing to explain that, for the right price, the wizard that lives here is capable of bringing the dead back to life, though they seem to have a penchant for the exceptionally buxom.

She's ready to fight to keep her new life, but she implores the party to sneak away before the wizard comes back from their shopping trip. They're buying less conspicuously zombie-like attire for the girl.

If the party meets her outside, she'll pay for their silence.

Room 5:- *A side room of the ground floor of the wizard's tower, with (d4) healing and mana potions, a +10 Magic Staff, and a treasure chest. (Roll on the Loot Table.)*

Afterwards:- *Outside, if the party let the now living zombie live, she'll reward them with a steel greatsword and a set of Full armour, and (50j-200j). She's also willing to join the party as a Retainer, either a Strumpet or Mercenary.*



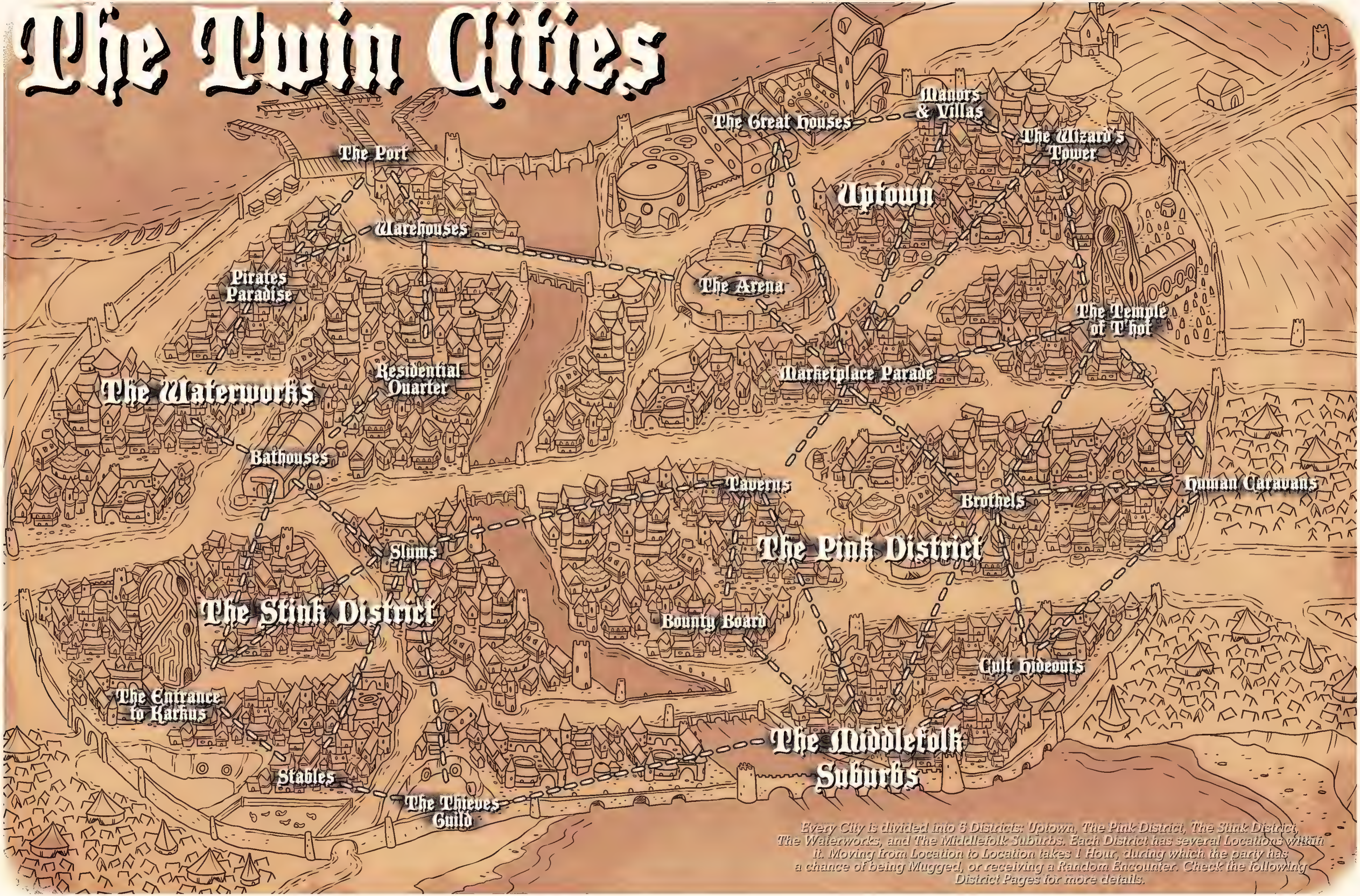
You emerge from the entrance to Karkus into a rapidly dissipating crowd of fellow adventurers, counting coins and consoling survivors. It's the dead of night, pouring with warm rain, and now you've got to make it across town to find a bed for the night in the Pie 'n' Sausage Inn, through a gauntlet of muggers, mimics and other gloomstalkers. Welcome to...

Civilisation

This section of the book provides a city pointcrawl map filled with unique locations for players to explore, as well as a Bounty Board system that has adventurers travelling the city to earn money through fighting bad guys. In your introductory session, players need to get across town to a tavern to sleep for the night, but if your first session is running long, it's recommended to use a Taxi or Bus to get there.



The Twin Cities



Every City is divided into 5 Districts: Uptown, The Pink District, The Stink District, The Waterworks, and The Middlefolk Suburbs. Each District has several Locations within it. Moving from Location to Location takes 1 Hour, during which the party has a chance of being Mugged, or receiving a Random Encounter. Check the following District Pages for more details.

Travelling the City

The Twin Cities are a dangerous place, filled with muggers, mimics, urban fae, and overzealous vigilantes. Around every corner is a new story being told, a new love being discovered, and a new kidney being shivved.

Walking from point to point on the city pointcrawl map takes 15 minutes each. Each district has its own chance for being Mugged (attacked by urban creatures such as bandits or fae) or stumbling into a Random Encounter.

GMs looking to create a more curated campaign experience can adjust these chances as they see fit.

Getting a Giant Taxi

Many of the Giants of the Pearl Necklace travel down from the mountains to offer their services as haulers of men and material. Taxis are a safe and easy way to get around town, especially when your courier can kick a bandit through a building. And their weak stomach acid and huge mouths allows them to carry much more than one would assume.

Hiring a giant taxi costs 5j per point travelled. A giant taxi can easily carry an entire party, and any extra retainers can trot along behind her.



Giant Stats:

DISPOSITION: +3

INITIATIVE: REACTIVE

LIFE: 220

ARMOUR: 1

ACTION: PUNT (6d6+6)
(sends an Adjacent target Distant. Deals 3d6+6 if the target hits a wall.)

COMBAT SPECIAL: SWALLOW
The Giant picks up a single target. If the target cannot wriggle free (DC20+Moxie), the Giant swallows them with an orifice of their choice. The target is unable to act until the Giant decides to let them go.

The Giant can swallow up to 10 people.

TACTICAL SPECIAL: BUTT
The Giant sits on one target that is specifically behind them. Unless the target dodges, the target is swallowed.

The City Bus

The frugal alternative to hiring a giant, the city bus is a series of wagons strung together and pulled by a pair of Waddledogs. It's ponderously slow, swelteringly hot, and even more cramped than a full party in a giant's stomach.

But, on the plus side, it's cheap.

The city bus comes once every hour, and costs 5j per person, no matter the distance travelled. Every district in the city has one bus stop, so passengers will still need to walk or hire a taxi to get to their final destination. Depending on how long the party is waiting at the bus stop, certain events can happen, as seen below. For an accurate experience, make sure to fill the bus and bus stop with NPCs, though remember that most people are just trying to get on with their day.

Two buses arrive at the same time, on the hour. One moves clockwise around the city, the other moves counter-clockwise. For example, the clockwise bus moves from The Stink District to The Middlefolk Suburbs, while the counter-clockwise bus moves to The Waterworks.

Time Waiting at The Bus Stop

The bus stop is a microcosm of the city itself, with kin of all backgrounds looking for a reliable, if sweaty, way to get where they're going.

The longer the party stands at the bus stop, the more likely they are to be targeted. Remember that the bus comes once per hour, on the hour, (12:00, 01:00, 02:00 etc) , so if you miss it, you'll be waiting a while for the next one.

15 minute wait:- *Nothing happens, beyond more passengers showing up.*

30 minute wait:- *An urban Random Encounter occurs.*

45 minute wait:- *The party is mugged! There's enough time to defeat the enemies and still get on the bus.*

Bus Events

Roll a d10 if you'd like to make the journey more interesting.

1-4) Nothing happens. A typical, cramped, sweaty, debilitatingly uncomfortable bus trip.

5) A Dweller bard is singing a song. At crotch level with one of your party. That party member leaves the bus Horny.

6) It's even more crowded than usual. Upon getting off, everyone is Dehydrated and Horny.

7) One party member feels their jade purse being twiddled with, but it's too cramped to turn around.

8) A bump from a passenger makes one party member accidentally enter another, and the bumpy cobblestones are only adding to the effect. Both party members can roll on the Sex Table.

9) The bus driver gets off his seat and starts running. Roll a d10 in the destination district to choose where they've left their bus.

10) You hear a scream, and passengers clamber out of the wagon's windows and doors. Upon emptying, you see someone's been murdered!





THE STINK DISTRICT

In any other part of the world, these shacks would be made of mud and arrangements of pleated sticks, but thanks to the wonders of undead mass-manufacturing and the fishing district on this side of the river, iron nails and driftwood planks are abundant, allowing for cheap, easy to erect housing.

This has, however, made the Stink District look even more ramshackle.

The smell is so abhorrent it loops around to becoming intoxicating, like a freshly fertilised field or the corpse of a mean grandma. Meat and fish guts waft from Goblin Street, tanneries using batch-bought urine to churn out leather belts, boots and gloves, filthy sewer knights trudging to and from their wretched employments, and the occasional zombie hauling a cart to an above-ground middle man, trading underworld goods for purloined body parts and jadecoin.

Teenage gangs vie for territory in the makeshift alleyways to sell whiffsniff and stinkleaf, while unlicensed and unmodified prostitutes sag on street corners. Unemployable drunks, half-blind from scum rum, stagger home for the evening's screaming match with exhausted mothers. The poverty would be almost romantic were it not so depressing.

And in the middle of it all, the Imperial fortress that leads to the zombie necropolis of Karkus, the first stop for any would-be sword-swinger to earn any coin they can to finance a life of adventure, or be harvested for parts if they die in the process.

The Stink District is not a place any fresh-faced adventurer feels safe, even Paladins travel in threes when on the hunt. There are no rules, and whatever quiet dignity there is to be found among the desperately impoverished is not extended to outsiders.

Tread carefully, and keep a hand on your hilt.

CONSIDERATIONS:-

Unique Feature:- *Falling prone in the Stink District gives the Filthy status effect automatically.*

Chance of Mugging:- *High (4 in 6)*

Chance of Random Encounter:- *Very High (5 in 6)*

Inn Prices:- *None.*

The Entrance to Karkus

The entrance to this otherwise ordinary Imperial outpost has been framed in bronze, now weathered to a dull green. Known as the Green Gate of Karkus, a small parade of stalls and storefronts outline the bustling square, catering to those that look to work for the undead. Upcoming heroes group up and pair off, either to delve into the dangerous dungeons, or watch each others backs on the mean streets of the Twins.

The Entrance to Karkus has a General Store and Blacksmiths, allowing the party to purchase and restock any essentials they might need. It is also a great place to hire Retainers.

When tackling a bounty at The Entrance to Karkus, another party of Adventurers is also looking to earn the bounty. Roll a Disposition check to see if they're willing to share the bounty money, or are hostile to the party as well.

"Burnt Arms" Jeni's Candlery, Soapworks and Free Crematorium

Possibly the most quaint and inviting trio of shops in the Stink District, "Burnt Arms" Jeni's stores are fronted with dozens of fragrant flowers and aphrodisiac-spewing fungi. In the windows are pastel-coloured candles and amusingly shaped soaps. Under her blackened arms, burn scars and innumerable plasters, Jeni is an attractive human woman with that inviting and unsettling smile only found on good pyromancers.

When walking by or tackling a bounty at Burnt Arms Jeni's, the party gains the Horny status effect from the inviting smell of the candles and soaps.

If the party needs to get rid of a body, no questions asked, Burnt Arms Jeni's pays 10j for a corpse, or 20j for a particularly fat corpse. Just don't expect an urn.

Candles cost 2j each and cause the Horny status effect. Soaps are 6j and cure Filthy without water.



Glorious Byl's Meat Packers and Gentleman's Lounge

Do you like steaks, cigars, brandy and getting your guts rearranged by enormous men? Well come on down to Glorious Byl's Meat Packers and Gentleman's Lounge. We've got farm-to-plate fresh-dead beefbug steaks, a glorious selection of paired digestifs, and burly slaughterhouse workers who want nothing more than pack their meat. It's the best eatery in the Stink District!

When walking by or tackling a bounty at Glorious Byl's, the party can't see further than Nearby due to the smoke and hanging carcasses, and can't hear well over the sound of huge men fucking each other. This environment gives a +10 to Stealth checks, but makes ranged attacks with bows, crossbows and magic spells require an initial DC12 to hit whatever they're aimed at.

An evening at Glorious Byl's costs 50j, and comes with a steak, brandy, cigar and sex.

Stabber's Lane

Deep in the bowels of the Stink District slums is the infamous Stabbers Lane, a series of tight paths and alleyways created by the sheer volume of hovels and shacks encroaching on each other. The only way through is one at a time, and the particularly wide must shuffle sideways to progress through these myriad walkways. The space is so tight that gang warfare happens without rival members leaving their living rooms, slashing wildly from their windows at anyone that vaguely resembles an enemy. That includes you.

When walking by or tackling a bounty in Stabber's Lane, the party and enemies are arranged one behind the other, as combat takes place in tightly packed alleyways. Only long weapons such as spears, halberds and greatswords can reach past an ally to attack an enemy in front of them, and spells can only be cast on whoever's directly in front of or behind the caster. Breaking into a hovel allows for more combat space, but the homeowners will obviously also become hostile.

The City Stables

For anyone that can't afford to park their Waddledogs, Slugraptors, Striders and Shagbeetles near their own homes, the city stables provides vaguely adequate and secure housing for loyal mounts. For breeders, ranchers and racers, it's also a great place to peruse and purchase the latest specimens.

The City Stables is primarily for purchasing and storing personal mounts. Check the Taming Mounts section of the Player Guide for stat blocks on mounts. A mount costs 250j per Carrying Capacity; the number of people a mount can carry.

Slugraptors *and* ***Striders*** *can carry* ***one*** *rider, and cost 250j*
Waddledogs *and* ***Dunewalkers*** *can carry* ***three*** *riders, and cost 750j*
Shagbeetles *can carry* ***ten*** *riders, and cost 2500j*

Miss Pinchpenny's Orphanage, Daycare & Boarding School

The foremost educational centre for the city's impoverished, Miss Pinchpenny's is a subsidised philanthropic effort by the Thieves Guild to teach underprivileged children reading, writing, critical thinking, history, stealth, assassination, and mathematics. For those unable to afford a temple education or private tutor, Miss Pinchpenny's is the go to site to make sure your kids grow up smarter than you. For an added fee, they WON'T teach your kids how to become thieving bastards.

Recognisable by their dirty leather cloaks, Thievlings have adorable leather ears attached to their hoods to make them more conspicuous in public. This greatly improves their stealth capabilities from a young age, as they try to go unnoticed while looking so ridiculously cute.

When walking by or tackling a bounty at Miss Pinchpenny's, Thievlings will steal d20 jade from each party member, unless they buy a bag of sweets from the Marketplace Parade.

If the party buys a Tub of Slug Fizzies (100j) the Thievlings will consider the party friends and allies of Miss Pinchpenny's from here on out, will stop stealing jade from them, and will share a rumour for one bag of sweets each.

A day's classes at Miss Pinchpenny's costs 2j, or 4j for the non-thieving curriculum. Boarding school attendance costs double.



"There have been numerous baseless accusations of missing sweets and jadepurses after walking past my establishment. If anyone has any qualms with the behaviour of my children, take it up with the Thieves Guild."

-Miss Pinchpenny



"Oh aye, I'm a real daredevil, lad.

Runnin' along rooftops, rappellin' down the sides o' buildin's, gettin' chased all 'round the city. I'm King o' the roofrunners, me.

Look at me lad, I'm the same size in every direction. Ye wanna be a thief, don't ask the old salt that does the paperwork."

-Robbin Goods

The Thieves Guild

Avoiding the trappings of a main headquarters, the Thieves Guild is based in any number of local safehouses, each with access to both the city sewers and rooftops for inconspicuous travel. Officially titled the Guild of Pickpockets, Burglers, Thieves, Con-Artists, Highwaymen and Smugglers, the Thieves Guild is the leading philanthropic effort in the Twins, financing boarding schools, thrift stores, food banks and healing houses for the poor. These efforts pay dividends for the guild, as a pursued thief is able to duck into any working class home and find shelter and food until the heat dies down, protected by loyal families and friends.

In recent years, the primary form of income for the guild has been the selling of an annual subscription service that guarantees a paid-up home will not be broken into by card-carrying thieves, and any unlicensed burglars will be brought to justice by the guild. Homes dangling a pair of handcuffs with their personalised serial number over their doorway are protected by the guild until the first of Tri'qi, when subscriptions are renewed.

The current Guildmaster is one Robbin Goods, a former smuggler of Dwarven wares, and an Alloyan barely taller than the average Dwarf. Eschewing the traditional dark grey hood and cloak, Robbin's sneaking days are far behind him, and his charitable outlook prevents him from affording the biological immortality that wealthier guildmasters can buy. He is a beloved figure of the Stink District, and a complete bastard for the reasonably well off, having increased thieving productivity by several hundred percent by adopting several bureaucratic methods from his Iron Kingdom upbringing.

Something else that Robbin has co-opted from his Dwarven groundfathers is the idea of a percentage-driven annual financial tithe, one that is used to fund public services such as a city-wide healthcare system, a guild of pre-prepared dragonfire extinguishers, and an impartial vigilantism society.

This stupid idea has gotten him almost assassinated several hundred times.

Despite their capital investment strategies being completely at odds, the Thieves Guild still has a seat at the table when the guilds and Great Houses come together to discuss and negotiate, largely because the sneaky bastards will find out eventually anyway, so outright telling them is better than finding a hooded goblin in your toilet.

The Thieves Guild is constantly at odds with the Harlots Guild of the Pink District, due to their conflicting philosophies regarding the betterment of society. While the viciously money-hungry Harlots Guild enshrines the tenets of supply and demand through worker cartels and price-fixing, The Thieves Guild spares a thought for those that work alone, or can't work at all, and believes everyone's lives are made better when the poor, the infirm, and the recently defenestrated are looked after.

If only because they'll let you hide in their house.

Any bounties located in the area of the Thieves Guild are assumed to be directed towards a member or associate of the guild. Consider following the target to a less hostile location before trying to attack them, as thieves tend to look after each other.

When walking by the Thieves Guild, every party member loses d20 jade, unless they are a thief, or have a thief in their party.

The Alchemists Guild

Kept far away from any property or people who's value would be significantly decreased by embedded shrapnel, the Alchemists Guild is responsible for the invention of fireworks, numerous supposedly beneficial potions, various elastic clothing, hair dye, the rediscovery of the burrito, and ninety nine percent of all seismic activity in Mundain. The building is - or is at least supposed to be - a long rounded stone tower with a conical roof, designed to channel any explosions upwards and above the civilian buildings that seem to be trying their hardest to sidle away from it. This, however, has proven ineffective, and every few days a multi-coloured fireball shotguns a section of stone wall into a nearby slum.

Whenever one hears a dull thud, followed by the shattering of windows and the distant whistle of an alchemist arcing over the city skyline, the people of the Twins know that a young scholar has discovered something that they probably shouldn't have.

In a stroke of mercantile brilliance, the Roofers and Stonemasons Guilds have set up shop near - but not too near - the Alchemists Guild, and are perpetually inundated with new orders and repairs.

When tackling a bounty at The Alchemists Guild, roll a d6 at the start of every combat turn. On a 1, an explosion throws all combat participants Far from each other, dealing 2d6 damage and making them Prone.

Goblin Street

Every large enough town has one, a little district tucked away from the rest of upstanding society where the little green bastards congregate. What looks like some sort of fungal slum from the outside houses rows of tiny storefronts, bars and taverns, brothels, butchers and molluscmongers, distilleries, adorable little daycare centres, street food vendors and mushroom farms. Carved archways of goblin heroes act as "You Must Be This Short to Enter" signs, and paper lanterns hanging from windows criss-cross the mud streets.

Occasionally a still feral newborn will glide out of an upstairs window and clamp their pointed teeth onto the ankle of a screaming tourist as their parents give chase with cave mushroom soup. Sometimes a board game table will be upturned in rage, scattering pieces as the players, and anyone in the mood nearby, brawl in the mud. In the side streets one might see a Satyr stumble out of a tiny brothel, covered in head to toe in various shades of blue-green lipstick, being waved off by bow-legged goblin girls.

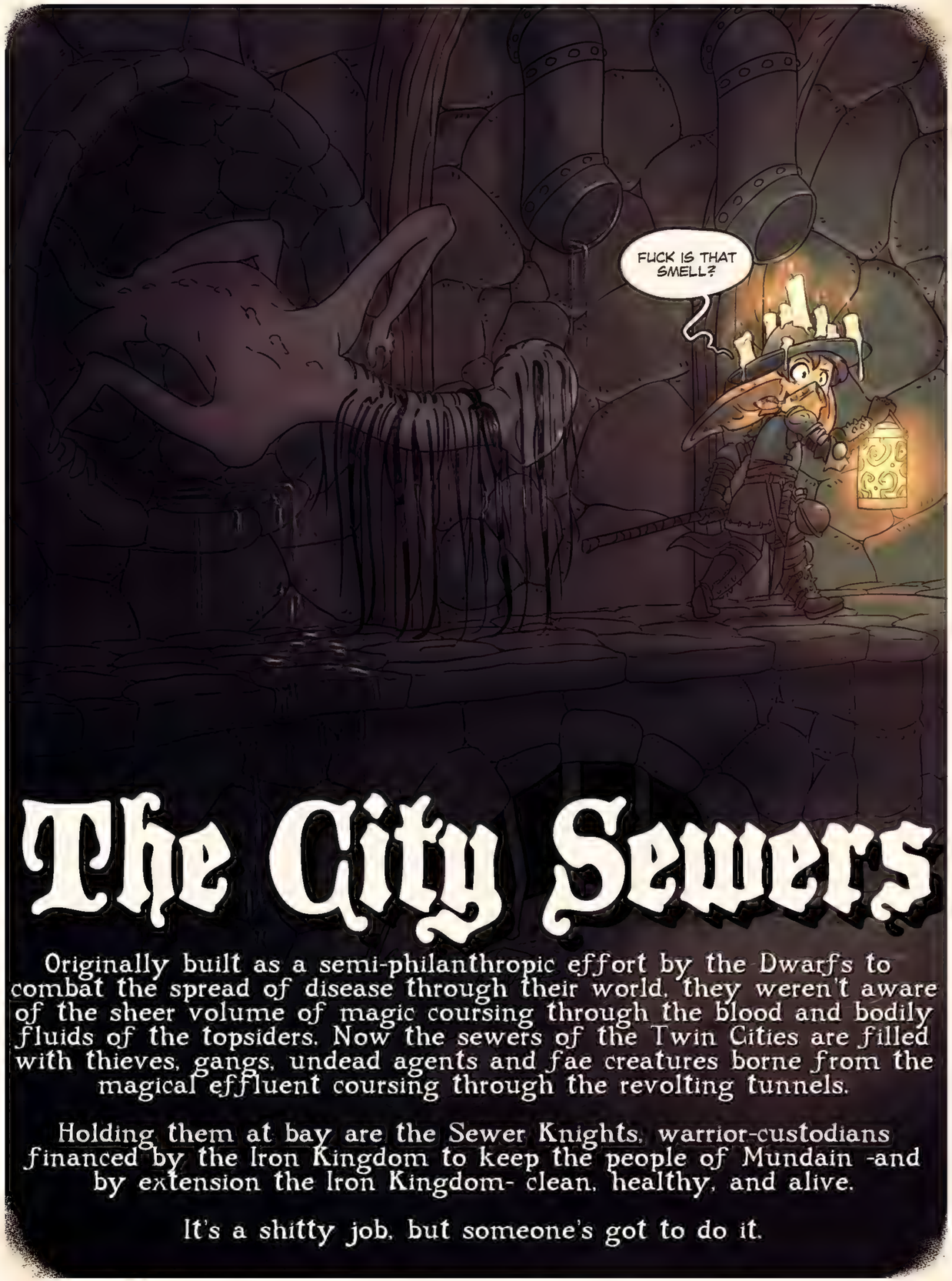
In the central plaza, you'll find a plaster and stone house somewhat similar to those found in the suburbs, though with a notably smaller doorway. It's here that "The So-sy-itty ov Goblin Ekwa-litty an Rites an Stuff Like Dat" takes their weekly meetings, championed by an exceptionally loud and exceptionally small Goblin called Eurgh. Eurgh and his cohorts often take to the streets of the Twins to demand the same rights as the big folk, failing to understand that the big folk don't have any either.

The unofficial town motto of Goblin Street was given by the other kin of the Twins, referring to that city they borrowed a few centuries ago; "It's like finding a little Pyub in your backyard."

Unless one of the party is a Goblin or accompanied by a Goblin, entrance into Goblin Street is forbidden. Goblin Street has all the amenities found throughout the rest of the city; general stores, taverns, brothels etc, but their blacksmiths only make armour that fits the shorter kin.

When tackling a bounty on Goblin Street, taller kin must roll a d6 at the start of every turn. On a 1, they bang their head on something and take d6 damage.





The City Sewers

Originally built as a semi-philanthropic effort by the Dwarfs to combat the spread of disease through their world, they weren't aware of the sheer volume of magic coursing through the blood and bodily fluids of the topsiders. Now the sewers of the Twin Cities are filled with thieves, gangs, undead agents and fae creatures borne from the magical effluent coursing through the revolting tunnels.

Holding them at bay are the Sewer Knights, warrior-custodians financed by the Iron Kingdom to keep the people of Mundain -and by extension the Iron Kingdom- clean, healthy, and alive.

It's a shitty job, but someone's got to do it.

Creating a Sewer Dungeon

Sewer Dungeons are low-level high encounter mini-dungeons, created on-the-fly by the GM using two dice, a d6 and d10 for novice GMs, or a d8 and d12 for more experienced Game Masters. It's recommended to ***avoid*** *creating maps for Sewer Dungeons, and rerolling tunnel sections even if your party tries to backtrack. The sewers are a repugnant cyclopean labyrinth, and only the Sewer Knights know their way around. Remember to give a Vice to any player that starts getting nervous about their dwindling resources.*

The Tunnels:

(Each section of the Sewer Dungeon is separated by rotting wooden doors with suspiciously well-oiled hinges. Keep this in mind if the party wants to be stealthy.)

1) The Tunnel goes straight.

2) The Tunnel turns left.

3) The Tunnel turns right.

4) The Tunnel forks in two opposite directions.

5) The Tunnel junctions into 3 separate directions.

6) Dead End. A ladder to the surface is blocked by:
-1) The nest of a Shiyte, a revolting Fae creature.
-2) A bounty board criminal and their gang.
-3) A group of Feral Undead.
-4) A small camp of Sewer Knights.
-5) A Living Trap.
-6) A secret horde of treasure.
(reroll this roll if you're unsatisfied with the length of the mini-dungeon, or skip straight here if you've had enough.)

7) The Tunnel slopes downward. (Combine the Waist Deep Water and Ice Plains Difficult Terrain. DC10 when descending, DC12 when ascending.)

8) The Tunnel becomes a 20ft waterfall of sewage. Requires rope to climb down (DC15+Moxie). Pitons and a climbing harness lowers the DC to 10. Falling deals 4d6 damage.

Shiyte Stat Block:

A gaunt and grotesque fae with stringy black hair peppering its long flexible neck and a toothless hole for a face. This thing is fucking frightening, and smells awful.

DISPOSITION: -20
INITIATIVE: Preemptive
LIFE: 75
ARMOUR: 1
ACTION: Putrid Claws (d8+1, causes Poison)
SPECIAL: FOETID FLESH
Melee attacks against the Shiyte cause the attacker to gain the Filthy status effect.
COMBAT SPECIAL: ICHOROUS VOMIT (ranged)
The Shiyte spews black bile at a target, dealing 2d4 damage to them and 1d4 to anyone Adjacent to them. This attack causes the Filthy Status Effect.
TACTICAL SPECIAL: BLOW OUT THE CANDLES:
The Shiyte emits a rancid gust at one target holding a light source, extinguishing it. The holder must spend a Tactical Action reigniting their light source next turn. If the extinguished light source was the only source of light in the area, everyone except the Shiyte and any Nymphs are Blind until the light is reignited, and all player characters gain a Vice.

Sewer Knights will pay 250j for the head of a Shiyte.

Encounters:

(Certain Encounter rolls are additive and marked with a +, increasing the number of creatures in the encounter. For example, rolling a 4 on the Feral Undead roll means the party fights 4 Feral Zombies, 1 Lasher, 1 Big Lad & 1 Ectoplasm in a single encounter.)

1-3) Empty.

4) A Living Trap.

5) A Swamp Nymph. Roll a Disposition Check to see if she's hostile. If not, she can be hired as a retainer for free. (Remember to roll her birth fluid.) Fae can't be charmed by a nymph.

6-7) A corpse, mangled beyond recognition. There's something salvageable in the mess.
-1) Oh. It's just guts. The searcher gains a Vice.
-2) 6d10 jade.
-3) A +1 Armour Upgrade.
-4) A Lantern, and d6 hours of Oil.
-5) d6 poison antidotes. Very useful against Shiytes.
-6) A healing potion
-7) A mana potion
-8) A magic staff, charged for d8 Fuck Ups

8) A group of Feral Undead.
-1) 4 Feral Zombies
-2) + 1 Lasher
-3) + 1 Big Lad
-4) + 1 Ectoplasm

9) A group of Ne'erdowells.
-1) d4 Bandits
-2) + 1 Tweaker
-3) + 1 Murderhobo
-4) + 1 Mugger

10) A Sewer Knight. They know the way out, and will fight alongside you. (The exit is 2d4 rooms away, if the Sewer Knight dies, the party is back to being lost.)

11) A Mimic Knight. The pilot looks like someone on a Missing Persons poster.

12) A Random Dungeon Encounter.

Sewer Knight stat block:

DISPOSITION: +5
INITIATIVE: Interspersed
LIFE: 24
ARMOUR: 4
ACTION: Standard Issue Dwarf Axe: d8+2
SPECIAL: BEACON OF LIGHT:
The Sewer Knight carries a lantern and 4 vials of oil, able to stay in the sewers for 24 hours. If the Sewer Knight dies, his Full Armour fits Dwarfs, Goblins, Satyrs & Dwellers, though wearing it gives the Filthy Status Effect. It can also be dismantled for 4 +1 Armour Upgrades.



THE WATER-WORKS DISTRICT

Lining the beach, a flotilla of lantern-lit canoes trawl for fish, oysters, crab and molluscs, occasionally dragged under by a passing sea monster. Fisheries and cheap, needle-bone diners provide hearty and revolting odours and meals to the working masses, while oyster-cart kids and crawfish trundle off south to ply their trade for jadepennies a piece.

Krakenships rest against the stone harbour, quietly nibbling at the troves of krill and shellfish caught on commission by the Trader's Guild, while goods are hefted onto their shellback ships by burly and exhausted orcs and centaurs.

But further in, Dwarven iron and lead pipework slithers from a central edifice; the Bathhouse. A steaming rock-hewn plaza that feeds the water rooms of any home that can afford it, and bathes those that can't. Its echoing halls and off-rhythm dripping are met with the jovial chattering of the impoverished, gangs and pirates using its enforced nudity to parley in relative safety among dozens of witnesses. Adventurers looking to travel by ship huddle together in fish stew eateries, surrounded by the disarming charms and intimidating swagger of those that haul, sail, and kill for a living.

CONSIDERATIONS:-

Unique Feature:- *Any food bought from the Waterworks District has a Medium chance (3 in 6) of causing Poison.*

Chance of Mugging:- *High (4 in 6)*

Chance of Random Encounter:- *High (4 in 6)*

Inn Prices:- *20j per 2 person bed.*

The Docks

Ah, the Twin Cities docks. The assaulting aromas of left-out seafood, rotting algae and seaweed, and spiced vinegar. The leering pirates, hulking fisherman and flopping mermaids, wheeled about in bathtubs and carried in harnesses by nautical colleagues. Baskets and nets overflowing with shellfish, the rhythmic crack of shucking oysters, and the occasional cheer from a ramshackle tavern of a pint of ale being smashed over someone's head.

It is the beating heart of urban food production. While farmers truck in slugmeat, grains and vegetables from outlying farms and traders from overseas haul spices, sugar and dried fruits down krakenship piers, it all ends up here, kept and counted in vast warehouses before carted off shops for a generous markup.

The sheer scale of it is remarkable, to feed a million city folk. The traffic of slug-drawn carts, the ear-ringing negotiations of the farmers markets, the vertical slice of Mundain's demographics as everyone from bespoke, boutique bakers to impoverished slop shop line-cooks travels here at dawn for the freshest ingredients.

And occasionally, a juvenile kraken will try to drag someone underwater.

Of course, the reward varies greatly for saving someone from being dragged under. A fisherman might offer you his best trout, while the personal chef of a Great House might request you meet with their masters for a reward. Usually its a criminal hiding out amongst the throng, and the kraken does the hard work for the bounty hunters.

A Juvenile Kraken tentacle has 30 Life, 0 Armour, and will take 3 combat turns to grab, restrain, then drag down a random victim. Keep Juvenile Kraken tentacles in mind when travelling near the Waterworks docks.



The Oyster's Pearl

Nestled among the rotting wood, tangled nets and algae-slickened pavings of the Waterworks docks is a tavern who's foundations seem to hang over the stone pier. Inside, half the floor of the main room gives way to the ocean, and mermaids can swim up to the lowered bar, perching on the floor to drink and chat with fellow pirates. Even its owner, "Big Dick Steevi", is a grizzled mermaid, sat in the far corner in a bathtub, eyeing those that enter.

This tavern has rooms in the roof, though the bartender issues a warning to all those who inquire: pirates and mermaids fuck loud, and the moans and squelches from the main room during a lock-in are deafening. There's no guarantee for a good night's sleep when sailors are in port.

Party members can sleep in The Oysters Pearl for 5j per room, but must roll a (d6) when they do. If they score 1-4, they gain a Vice from all the noise downstairs.

Djen Fisher's Mermaid Surgery & Hospital

Named after the first person to successfully remove the parasitic Mer fish from a victim's legs, this small surgery on the waterfront caters to the dangerous and painful procedure of trying to prevent mermaidism.

Surprisingly, the reception is quiet, the Otherling nurse face down snoozing in some romantic sea-faring pulp novel. Mermaids are incredibly useful at sea, aiding fishers, salving krakenship wounds and repairing or sabotaging ships from underneath. It's only a dopey adventurer or inattentive merchant that demands the fish removed, and only with the knowledge that they may not survive the ordeal.

Party members that have been Latched by a Mer can visit the Mermaid Surgery to have it removed, so long as it has been less than 24 hours since they've Latched.

The surgery lasts 2 hours, and causes (2d10) damage every half hour, for a total of 4 rolls of (2d10). The patient can be healed during the operation.

Should the patient survive, they retain the ability to breathe underwater, but gain the use of their legs back.

Should a mermaid want to get around town, there are on-wheels bathtubs that the mermaid can propel themselves, and harnesses that allow them to be carried by a colleague available here for (100j) for both.



"While the parasitic starfish inject strange chemicals into a drowning sailor's chest make their appearance youthful and feminine, the Mer deliberately leaves the genitals of their new host available when attaching to their legs. This encourages the new mermaids to congregate with other mermaids, giving the opportunity for the Mer to release eggs and sperm in the vicinity of other Mer.

This method of fertilisation is considered slightly less strange than the common salmon.



Mad Myke's Mimic Hatchery

A spacious warehouse off the waterfront, the walls reverberate with the sounds of moaning and squelching as Mad Myke's handful of employees house and birth mimic eggs. While only one in ten of these squishy melon sized eggs are fertilised, the rest make for excellent omelettes and side dishes. Fertile eggs grow quickly into mimics, most of which are sold as pets and playthings to the populace.

It must be noted that - while having a womb naturally makes one a more productive mimic breeder - the mimics birthed from butts and bellies make for a tougher and more virile mimic in the long run, and Mad Myke employs everyone across the gender spectrum.

Very occasionally, a full batch of fertile eggs are birthed. These mimics are supernaturally capable of cooperation and symbiosis, and are perfect hosts ofMimic Knights, iron-clad war machines armed with enormous halberds. While the pilot is continuously molested by tentacles, Mimic Knights are capable of battling the most ferocious monsters while protecting their pilot from harm.

As expected, Mimic Knights are incredibly rare and expensive, most employed by Great Houses and wealthy Guilds as guards and raiders. Their pilots are a select breed, able to withstand days of indescribable pleasure in front of their employers and onlookers.

Mad Myke exudes the vibe of a seedy salesman, but is incredibly protective of his breeders and stock, making sure all his mimics go to good homes, and all his employees are suitably paid.

Party members can purchase a Mimic Knight from Mad Myke's for 1000j. A Mimic Knight counts as a mount, and follows the rules of mounted combat, but the pilot cannot attack while piloting a Mimic Knight.

Mimic Knight Stats:

LIFE: 50

ARMOUR: d8

ACTION: Giant Halberd (3d6)

SPECIAL: Super Strong

When performing strength based tasks, Mimic Knights have +5 Brawn. This is also added to their attacks.

SPECIAL: Piloting the Mimic Knight

Mimic Knight pilots must be naked when piloting the Mimic Knight. They are unable to be targeted while piloting the Knight, and have to emerge from the Knight to perform everyday tasks that require hands and feet. Mimic Knight pilots can talk while piloting.

When emerging from a Mimic Knight, pilots gain the Filthy, Horny, Exhausted, Starving and Dehydrated status effects.

Mimic Knights can be healed, and their armour can be Upgraded.

The Whole Sails Wholesale Seafood & Smelly Ice Emporium

The stench is indescribable. An entire vast warehouse dedicated to keeping the enormous shellfish and sea creatures on ice until they can be purchased by shopkeepers and restaurants further inland. Tattooed workers fillet man-sized fish and octopuses with frightening knives, while others ferry notable catches on carts to be hanged on iron hooks throughout the gruesome establishment.

On the surface, the business seems purely legitimate, but the Whole Sails franchise acts as a front for pirate activity, buying and selling purloined goods from Trader's Guild vessels beneath the slick stone floors of the warehouse above. The current pirate queen Mad Maggie (no relation to Mad Myke) often takes an office upstairs, conducting meetings with Great House scions and rival guilds while the stench of fish has them at a negotiating disadvantage, or employing mercenaries and adventurers to conduct on-land operations with plausible deniability.

Those of a morally flexible disposition can earn a decent living working for Mad Maggie and the Whole Sails, so long as their olfactory senses are as numb as their ethical stance.

When tackling a bounty in The Seafood Emporium, party members gain the Filthy status effect upon entering.

Large fish are hung from hooks, spread evenly throughout the warehouse, making ranged attacks and spells difficult to aim (roll four or higher on a d6 before making the attack). In addition, the floor is slick with ice. Use the Ice Plains Difficult Terrain when moving through the warehouse, (DC10, d6 damage when falling prone.)

The large fish deal (d8+1) damage when shunted into an enemy and knock them prone, dealing (d6) damage.

Shaw'Taazi O'urhm (The Dwarven Embassy)

Hewn from vicious rock in the supposed likeness of Horny Graeg Soreskin, the father of the Alloyan and Dweller races, this small building is flanked by plated Dwarfs, beards still attached and sweltering under the Mundain sun. Here, adventurous or exiled Dwarfs can receive a crash-course in Mundainian culture, trade their gold coins for local currency, learn common above ground phrases like "where's the pub" and "fuck off, midget", and get the emotional support needed when having their beard removed.

Ahana Oorskin is what Mundainians call a "female" Dwarf, and wears the breezy and revealing clothing native to the above ground, which can be a tremendous shock to young Dwarfs. Her bright and cheerful attitude makes transitioning to a life away from the mines slightly less frightening.

When tackling a bounty at the Dwarven Embassy, the Embassy itself is considered "Dwarven Diplomatic Territory" and combat is greatly discouraged by heavily armed and armoured guards. Adventurers should wait until the bounty relocates to another area.



Tuli the Troothsayer

Unlike the varied and vague fortune tellers across the rest of the universe, spouting poetic vagueries regarding life-altering consequences, Mundain's troothsayers can relay incredibly specific, astonishingly unimportant future events.

They have no ability to tell someone if they will have their own kingdom, outlive their scions or defeat some great enemy, but if you want to know that in six days you'll trip on the fourth step of the city temple and fall face first into your own spaghetti and there's nothing you can do about it, the troothsayers will indulge you.

Shockingly, these make troothsayers very popular. Being pre-prepared for embarrassing moments and mild surprises seems to make some customers quite cheerful after a session, and Tuli is particularly good at revealing these future foibles.

Troothsayer rituals include dunking small straw dolls into bowls of tea, igniting and inhaling the smoke of tarot cards, and eating dice.

Party members can visit Tuli the Troothsayer and receive a fortune for 15j. Roll a (d6). On a 1-3, the adventurer gains a Vice. On a 4-6, they lose a Vice.

Shitbag's

Goblins aren't very good at the art of tattooing, lacking the finesse required to tap the inked pinrows into the flesh without hitting something important underneath.

And Shitbag, despite his incredible artistry, is worst than most. Tattoo sessions are marred with eruptions of blood, agonised screaming and thrashing about in leather wristholds. Victims leave adorned in beautiful symbology, and as pale as ghosts.

That said, this ordeal makes Shitbag's one of the most popular places for wizards to get tattooed. The pain, blood loss and anemia hardens their resolve, giving them the ability to cast more spells and tax their bodies even further.

Nestled happily at the waterfront, Shitbag's always has a line out the door of pirates, novice mages and youngsters looking to prove themselves with tattoos of astral charts, runecharm symbols, skeletons, anchors and rain clouds.

Party members can visit Shitbag's to gain a tattoo for (40j). Tattoos increase Spell Uses by 2, lower maximum Life by 3 for 24 hours, and take 1 hour to complete.

Party members can choose to use their Downtime to get a tattoo, using the rest of it to recuperate and negate the lower maximum Life.

"Mind Yer Fuckin' Head"

It is a thaumaturgical law of the universe that the last thing a book shop owner wants to do is serve customers. Their shops are more a means to house their collections than actually earn any money, and those tomes they can bear to part with tend to be moth-chewed and coffee-stained, so long as a more aromatic copy is around to replace it.

Before the Undead renovated Mundainian mass production, books were a rare and coveted thing, penned and illustrated by bored and horny wordmonks, rife with spelling errors and half-naked marginalia. Now, lines of commanded skeletons dip quills and scratch parchment in unison, churning out magazines, grimoires, pornography and biographies for mass consumption.

Yet still, the book shop owners covet these texts as if each were still made by hand. It's a fascinating and absurd peek into the addictive power of books, and Grumpy Harry - the Dwellerian owner of Mind Yer Fuckin' Head - is truly intoxicated.

The store is, of course, Dweller sized, which means anyone higher than four foot tall will inevitably walk face first into a doorway, or clatter over a book-stuffed shelf. Acrid pipesmoke stains the pages of every tome, and Grumpy Harry seems to shout from the other room, no matter which room you're in. If one comes seeking a magical Grimoire, after hearing the jadecoins clatter, Harry will toss one at your head from the gloom. If you've come seeking anything else, he'll toss a frying pan.

For 200j, Grumpy Harry will begrudgingly sell a random Grimoire to the party, half the price of a chosen Grimoire. Roll (2d20) on the Magical Grimoires pages to choose a Grimoire to sell to the party.

Penni Candi's Candies

Surrounded by fishmongers and filleters, the delicate sweet aromas from this Otherling's sweet shop incite more suspicion than anything else. Eastern sugar meets western cream, creating melt-in-the-mouth confectionaries that bolster and rejuvenate, while quietly rotting teeth to their cores. Many a stumbling and pale-faced victim of Shitbag's tattoo parlour regains any lost pep from a single sweet, and the swaggering youths of the Stink District will save for a single cream to suckle on during an intense knife fight.

Penni Candi is a beloved member of the West Twins community for this reason. Strangely timid and humble compared to the rest of her clientele, the prices for her sweets are high simply because the pirates and vagabonds that frequent her shop demand she live a life better than theirs.

Penni Candi's Candies cost 15j each, and can either gain +1 Exertion for 1 hour, or negate the maximum Life lost after visiting Shitbag's.



THE PINK DISTRICT

Flickering lights of salmon and strawberry line the winding streets of The Pink District. Near naked specimens of thaumaturgical beauty beckon wandering drunks into plush, candlelit brothels, dancers taking centre stage to rhythmic drums and bassy strings accompanied by the sounds of purchased moaning and wet flesh.

Behind muffled curtains, foreboding conversations are being held. Being the bridge between rich and poor, the Pink District is where unlicensed thieves, ragtag pirates and cold assassins meet with guild traders and House scions to plot devious schemes against their rivals, while back alley wizards haphazardly shove ghosts into their modified clones as a slapdash means of bringing the dead back to life.

And jutting through the pink mist like a knife through flesh, the terrifying Black Palace, a hideous testament to the city's Imperial origins, now co-opted by the Harlot's Guild, the magically modified cadre of beautiful sex workers that make sure that any hole sold pays their licensing fee.

But despite its seedy, greasy nature, the Pink District is surprisingly low in crime, at least compared to the rest of the city. Elven Branch Dancing is a common means of self-defence among sex workers, and those that find themselves breaking the laws set by the Harlots Guild are soon visited by the Repercussionists, enforcer-bards whos musical instrument involves a wall and a face.

An adventurer's worst mistake is to assume this sordid quarter gives them free reign to cause havoc. Disrupting a person's good time under the pink lights is an easy way to get beaten to death.

Have fun.

CONSIDERATIONS:-

Unique Feature:- *Travelling through the Pink District by Bus or Taxi takes 30 minutes per point instead of 15, due to the bustling crowds.*

Chance of Mugging:- *Low (2 in 6)*

Chance of Random Encounter:- *High (4 in 6)*

Inn Prices:- *50j per 2 person bed.*

The First Pink Light

It's a common misconception that the glassbug lights hanging throughout the Pink District exist to create an exotic and lecherous atmosphere. In fact, these magic lights remain lit indefinitely, highlighting and accentuating every bead of sweat or drop of saliva, and are used to ward away members of the Thieves Guild. Due to their differences of socio-economic opinion, the Harlots Guild and the Thieves Guild are in constant conflict, and the pink lights make any skulking saboteurs think twice before crossing the bedroom entrepreneurs.

The First Pink Light is a quiet tavern located at the eastern front of Scum Bridge, leading into the Stink District, serving the enforcers and henchmen of the Harlots Guild. It is a place of sullen silence and quiet contemplation, its clientele ripple with ugly muscle and dancing scars, and its guild-appointed bar staff deemed sufficiently joyless to cater to their simple needs.

It was at The First Pink Light, after the Battle of Scum Bridge, that the mercantile guilds declared Alice of Charmenhug their city representative in matters of intercontinental and intercorporeal trade and disputes.

Due to its storied history, The First Pink Light has become somewhat of a tourist destination, though most are smart enough to avoid going inside.

When tackling a bounty at The First Pink Light, any combat encounter must be taken outside, or the patrons of the tavern will become hostile to both parties.



The Mating Press

Home of Mundain's first weekly newspaper, The Mating Press is a large warehouse built over an expansive crypt, housing over a hundred skeletal writers able to tirelessly churn out thousands of pages an hour and commanded by the amateur necromancer Kolin Winks. Despite having only been in business fifteen years, The Mating Press has already devolved into a "journal of disreputable opinion", opting for celebrity gossip, top ten lists, commissioned smear pieces and flop-out advertisements.

This is partially due to the mercantile guilds and Great Houses tendency to answer any probing questions with a knife to the face, and partially due to the commonfolk of the Twin Cities preferring not to expend too much energy deciphering unnecessary syllables. Originally the newspaper was called the Befriending Press, though was changed due local illiteracy. Allusions to the sexual position are entirely coincidental.

While skeleton publishing houses are incredibly common - in fact they are the main source of mass produced novels, comic books and periodicals - there are very few living necromancers in the world today, and this has put a target on young Kolin Winks' enormous forehead. The entire city of Karkus wants to know how he can control the Undead, and are looking for anyone able to capture him alive. Though, being safely nestled in the Pink District and beloved by all for his stupid newspaper, no one has yet to take up the challenge.

There are no special considerations for tackling a bounty outside The Mating Press. If the bounty happens to be a journalist of The Mating Press, 2d4 Skeletons will be summoned to aid them in lieu of any gang members or associates.

Aggie Oufskin's Rubberworks and Mould-Makers

A surprisingly chaste little workshop considering its location, Aggie Oufskin's Rubberworks deals purely in slugrubber moulds and products, from glue and pipe washers to shoe soles, pencil erasers and wagon tires.

It is behind the store where all the prophylactics and sex toys are created.

Located on the east side of Scum Bridge, Aggie Oufskin's is just a quick jaunt from the city stables, where she can happily scrape all the slime needed from housed Waddledogs and Slugraptors. Her contraceptives have made her a local hero for the Pink District and beyond, and as such, she is always accompanied by Repercussionists when wandering into Thieves Guild territory.

When tackling a bounty inside Aggie Oufskin's, spilled rubber can cover the floor, creating Difficult Terrain that requires two Tactical Actions to trudge through. If Aggie Oufskin is injured at all during a combat encounter, the entire Pink District will be violently hostile to both the bounty and all bounty hunters, until an official apology is issued.

The Harlots Guild

Nestled in the depths of the Pink District is the repurposed Black Palace of Vicious King Jackthrob, an innovator and pioneer of several indescribably cruel torture devices and methods. After his execution during the Imperial Age, the Black Palace lay abandoned for centuries, left alone by rumours of anguished spirits and terrible booby traps. In the Second Era, while it retains its frightening gothic visage, it is home to The Harlots Guild, and their founder and leader, one Miss Alice of Charmenhug.

While little is known about her past, it is assumed (or at least hoped) to be suitably tragic, as hers is a personality so devoid of mirth and whimsy that faeries have been seen falling from the air and choking to death when in proximity of her. Her smile makes those in her presence forget what smiling is for, and anyone that leaves her black-walled office suddenly gasp for breath, realising they haven't dared exhale during the entire meeting, their eyes watering from forgetting -or forgetting how- to blink.

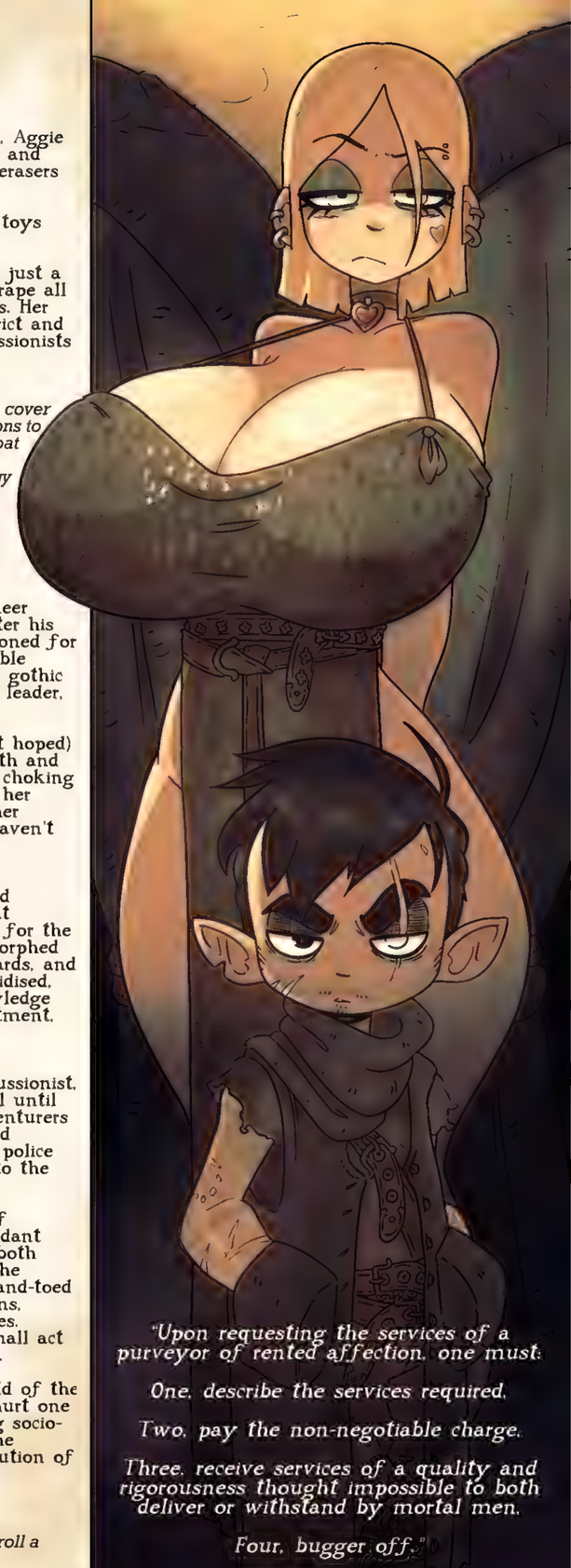
She has, single-handedly, over the course of three hundred and fifteen years, turned prostitution from a desperate last shot at paying this month's rent, into a respected and lucrative career for the attractive and potentially attractive. Her employees are polymorphed into perfect specimens of temporary affection by on-site wizards, and -for the price of monthly union dues- they are afforded subsidised, guild-only housing, meals and drinks, and safety in the knowledge that they can ply their trade free from aggression or mistreatment, as those that dare will soon face a visit from Miss Alice's Repercussionists.

The Repercussionists (a portmanteau of repercussion and percussionist, due to their fondness of banging peoples heads against a wall until the wet mush stops making noise) are a group of retired adventurers that keep Alice's theydies and gentlethem free from unwanted attention or contact. They are probably the closest thing to a police force in all The Twins, though their protection only extends to the terminally nude and the immediate families thereof.

The tiny, scar-checkered creature that can be found in Alice of Charmenhug's wake is one Mister Piddle, her bodyguard, confidant and suspected lover (as the only person in Mundain that can both breathe and blink in her presence). Formerly an enforcer for the Dweller Street Hard Nuts, Mister Piddle's trademark iron-soled-and-toed boots make a distinctive clang against the cobbles of the Twins, causing anyone due for a visit to subsequently piss themselves. Those with the bravery to hold it in end up regretting this small act of defiance when Mister Piddle ends up kicking their dick off.

The Harlots Guild is in constant conflict with the Thieves Guild of the Stink District. Although no thief would be stupid enough to hurt one of Miss Alice's charges, the two guilds have deeply contrasting socio-economic philosophies. While those idealistic young fools at the Thieves Guild believe in the simple somewhat-coerced redistribution of wealth, the Harlot's Guild believes in the power of collective bargaining, backed by inconceivable violence.

When tackling a bounty outside the Harlot's Guild, anyone that fails to roll a DC15+Moxie receives the Terrified status effect.



"Upon requesting the services of a purveyor of rented affection, one must:

One, describe the services required.

Two, pay the non-negotiable charge.

Three, receive services of a quality and rigorousness thought impossible to both deliver or withstand by mortal men.

Four, bugger off."

Wriggly Dann's Bedroom Gratificators

While the more chaste and academic wizards call him "wasted talent" the common folk of the Twin Cities see Wriggly Dann as a magical innovator and champion of the lurid. Having invented a spell that makes objects vibrate rapidly and indefinitely, Wriggly Dann's little back alley store always has a line out the door for his slugrubber moulds of various genitalia.

When walking by or tackling a bounty at Wriggly Dann's, adventurers gain the Horny status effect, due to the incredible rainbow of vibrating genitals on display.

Gratificators can be used as an Improvised Weapon, dealing d4 / d6 / d8 / d10 +1, depending on size. Gratificators cost 40j-100j depending on size, from small to centaur, and add to Sex rolls equal to their Improvised Weapon die.

Wriggly Dann will not share his vibration spell. That's just bad business.

The Plunge

A walk-through Dwarven water room, reconfigured to dump ice cold seawater onto anyone that walks by. Nestled in an alley at the heart of the district, it's incredibly useful for both resisting the innumerable temptations of the area, and rapidly cleaning off those that succumb to them. When it hasn't been actively sabotaged by the local sexworkers, many congregate around the water room, plying their seductive trade for more customers, or washing away the results of the last one.

Using The Plunge clears the Horny, Filthy, Poisoned, Drunk and Charmed status effects. Using The Plunge is free, but is often surrounded by courtesans, sex workers and customers, as such, it takes one hour to wait in line to use The Plunge.

Aural

A shockingly idiotic name considering its location. Aural is a musical instrument store pioneered by the allegedly legendary bard Lyuta Strumyn, an Otherling woman with a haphazard sense of irony. Aural is the first port of call for any prospective bard, and the thick stone walls of the building muffle the horrific noises such a destination would naturally emanate.

Due to public outcry, there are now a series of glory holes between the karaoke rooms.

When tackling a bounty at Aural, the noise of practicing bards is so deafening as to make communication impossible. Hand gestures and miming are required to convey ideas or instructions.

Bards require an instrument to play songs and perform. All instruments are 60j, and provide no unique benefits. Lyres, Lutes, Vielles, Hurdy-Gurdys, Flutes, Panpipes, Guitars and many more are available to purchase.

The Swallow 'n' Seaman

Notable for its nautical and ornithological clientele, the Swallow 'n' Seaman is located right before the bridge to The Waterworks district. As such, it is the busiest, cheapest, smelliest brothel in the district, its central draw being the wandering seafood sellers skulking between rooms and the bi-hourly mimic show on the central stage. An excellent place to charter a krakenship, especially if you're not particularly keen on surviving the journey.

When tackling a bounty at The Swallow 'n' Seaman, every NPC that isn't a brothel worker is a pirate, their stat blocks taken from the Ne'erdowells list. Whether or not they're in league with the bounty target is for the GM to decide, but adventurers should be very careful about starting a fight here.

Agape

In keeping with its universally mispronounced name, Agape is the headquarters of a charitable organisation of Gap'r worshippers, preaching the art of love through tender and vigorous sexual gratification. Their clientele are nominated through the letters of concerned loved ones, and upon acceptance an Agape member then sets off on pilgrimages to meet and cheer up the nominee. While the rest of the Pink District sees Agape as a threat to profits, no one is allowed to nominate themselves to be served by an Agape member, and those that try are often heavily encouraged to donate to Agape's mission, or beaten to death with bedroom gratificators.

Agape pilgrims travel the civilised world to villages and towns that require their aid, and often require security or caravans to arrive at their destination safely. As such, Agape is an excellent source of global gossip and long-distance questing opportunities.



The Dirty Dungeon

Catering exclusively to those of the violent trades, The Dirty Dungeon is the largest, safest and most profitable brothel in the Twins. The owner, one Scary Berry, is an Otherling wizard, magically morphing her employees to meet the sexual needs of her clients. Mimic shows are on the hour, performed on the central stage, and private rooms honeycomb the upper floors and multi-level basement. The Dirty Dungeon's safe and chivalrous environment is enforced both by the weapon-wielding clients and the exceptionally trained mimics and living traps that perform alongside Scary Berry's employees. On the exceedingly rare occasion someone is stupid enough to get aggressive, those that aren't swallowed by a mimic will be stabbed by a fellow patron.

Because of this, The Dirty Dungeon is considered "neutral ground" by rival gangs and factions throughout the Twins, and is an excellent location for shady deals and negotiations, so long as one can talk over all the squelching and moaning.

When tackling a bounty at The Dirty Dungeon, if the combat is not started outside, the bar patrons, mimics and living traps will become hostile to both parties. Use the Ne'erdowells and Treasure Mimics stat blocks as patrons and mimics.



THE MIDDLEFOLK SUBURBS

Behind the bickering particulars of the burgeoning middle class lies a dark and terrible secret: blood magic. While the poor are too busy and the rich can afford their own in-house wizards, the middle class have just enough free time and education to explore the depths of depravity.

Whimpering sacrifices are escorted to the dreaded Middlefolk Community Centre under cover of darkness, chosen for some meager infraction conjured by the infamous Homeowners Association, where robed cultists drain them of blood for the vague benefits of the people. Vampires head these heinous cults, snarling from underground labyrinths and tunnels connecting cellar to cellar.

Fortunately, due to their own twisted bylaws and desperate adherence to them, these sacrifices are few and far between. Unfortunately, this makes the cultists wandering among the populace all the more difficult to aprehend.

Despite the peaceful streets and quiet clamouring of the marketplace, adventurers are in danger here. Those that seek to upend the delicate status quo will soon find themselves at the wrong end of a blade, and even temple Paladins travel in packs when skulking through the suburbs.

CONSIDERATIONS:-

Unique Feature:- *There is a Medium (3 in 6) chance of any NPCs in the Suburbs knowing at least 1 Blood Magic spell.*

Chance of Mugging:- *Medium (3 in 6)*

Chance of Random Encounter:- *Medium (3 in 6)*

Inn Prices:- *30j per 2 person bed.*

Lovely Lane

Winding rows of suspiciously quaint townhouses, decorated with intricate floral arrangements and precisely measured stonewall divisions, mask the dark secrets of Mundain's middle class.

Gifted with skilled trades and cursed with knowledge, the homeowners of the Twins are aware of the incredible opportunities magic provides in beauty and longevity, but are still unable to afford them. Thus, naturally, they turn to Blood Magic, and the twisted communities Blood Magic coalesces.

Red-robed cultists haunt the streets of Lovely Lane, politely pressuring neighbours to join their ranks or offer their blood. Occasionally, rival cults clash in quiet cul-de-sacs, sanguinous whips and bolts cut and pelt opposing members, until the defeated retreat into their cottages. Sometimes a screaming pauper is dragged through the streets, an unwilling sacrifice for a cult's next life-preserving or power-enhancing ritual. Every so often, a door will be breached and raided by a trio of Paladins to rescue some terrified hostage or battle a cult that has gone too far.

And then there are the vampires. The inevitable heads of these Blood Cults, bestowing favours and power to their weekly favourites to keep their underlings bickering and infighting, lest they turn on their host.

Not every homeowner in Mundain is some blood-crazed murderer, but it is a rapidly expanding trend throughout the insular communities throughout the larger cities. Too wealthy to be ignorant of the world and too impoverished to enjoy it, Lovely Lane is a microcosm of the problems faced in a magical society.

When tackling a bounty in Lovely Lane, it is assumed that all enemies know at least one Blood Magic spell. Roll a (d4) at the start of every combat round. On a 1, (d4) Cultists show up to help and defend the party's target.



Jugs

The premier outlet for bulk ceramic and glassware containers, Jugs caters to alchemists, potion-sellers, spice merchants, faerie-catchers, and anyone that needs to put stuff in a jar.

Every square inch of the little establishment is choked with fragile pottery, so that even the most flexible branch dancer leaves having purchased an accidentally broken jug.

When tackling a bounty at Jugs, falling prone smashes (d4) jugs, which have to be purchased at (10j) each before leaving, lest a bounty be placed on the breaker. ***Fick Blower has 30 Life, 1 armour, and her glassblowing pipe deals (d8+3) and causes Burning.***

The Garden Centre

A small store dedicated to the decoration and upkeep of suburban gardens, selling everything from outdoor furniture to potted flowers and pondfish. The strange fae known as Gnomes congregate here when they've been exiled from their garden of origin, happily tidying, pruning errant leaves and molesting indecisive patrons.

Staffed by a slightly frightening Swamp Nymph called 'Miss', the Garden Centre is a surprisingly erotic location for one's backyard needs.

When passing by The Garden Centre, all party members should roll a (d4). One a 1, that party member is playfully accosted by gnomes, and is distracted for 1 hour. They can choose to roll on the Sex table if they're willing.

Humble Lee's Grumblebees.

An aromatic sensory overload of botanical fragrances waft out onto the street, accompanied by the arrhythmic buzzing of grumblebee hives. This candle, honey and jelly store makes the entire district smell wonderful, and despite Humble Lee's infuriating arrogance, is a bustling storefront for wives and mothers eager to bring the delightful smells of elderberry and sandalwood home with them.

Providing, of course, that they don't upset the grumblebees.

When tackling a bounty at Humble Lee's Grumblebees, grumblebees constantly sting each combatant, dealing 1 damage on their turn until combat is over and everything has calmed down.



"Fick Blower is the head of the Potter & Glassblowers Guild, and proprietress of 'Jugs.' In 2e513, she spent three days in a Trader's Guild gaol for creating a one-to-one glass replica of a workshop intruder's lower intestine."

Sweet Ferri Amber's Eldritch Confectioners and Accidental Dentistry

On the edge of the Middlefolk Suburbs is a small, floral decorated bakery, with a line around the block from morning til night. Black smoke belches from its half dozen chimneys, and ecstatic moans mingle with agonising screams and the occasional explosion as customers spill out onto the cobbled streets with brown paper bags and chocolatey fingers.

This is the bakery of Sweet Ferri Amber, infamous and unrivalled pastry chef, and current owner of the Choconomicon, the most evil grimoire in the known world. In its pages are the most tooth-melting, artery-clogging, foot-numbing recipes ever devised, so capriciously delicious that crafting even a single doughnut ranks among the most heinous of crimes.

The chocolate it creates is so dark that customers feel a sense of existential vertigo, believing themselves on the precipice of a bottomless psychological void. Its jammy doughnuts so inconceivably stuffed that entire hives of grumblebees will fly into an eaters throat to imbibe on the endless feast of sugar. And its lemon cakes are so tart that an ill prepared customer could vaccuum their entire head into their mouth. To gift a bag of caramels to a loved one can only be described as an act of assisted suicide.

And yet, those that follow the dark instructions on the wrappings of each serving come away with a delectable, moreish after-dinner treat.

While most Alloyans retain the albinism of their Dwarven progenitors, Sweet Ferri Amber's darker human skin and propensity to emerge from her sweltering kitchen completely naked with a fresh batch of baked goods gives her the advertising edge over other confectioners. Coupled with her white hair and golden eyes, her visage is plastered throughout the city, both as a stunning beauty and as a high-value bounty from the Bakers Guild, who will pay good money to see her dead and the Choconomicon in their hands.

Sweet Ferri Amber sells several baked goods that may be of use to adventurers, though waiting in line takes d4 hours.

***Profiteroles** (price, 30j each):- When thrown or dropped in an enclosed space, (such as a room in a dungeon or home) profiteroles deal 3d10 to every creature in that space. Think of them as grenades that you can eat.*

***Greasy Cookies** (price, 20j each):- When rubbed on the hinges of an old door, the door can be opened silently without the need for a Stealth check. Each cookie can only be used once per door.*

***Endless Jammy Doughnut** (price, 30j each):- When bitten into or trodden on, creates a small lake of jam that requires two Tactical Actions to trudge through.*

***Airy Croissant** (price 50j each):- When torn open, sends an adjacent creature Far with a huge gust of wind, landing prone. If trodden on, the creature will fly roughly 10 feet in the air, dealing d10 x2 damage should they fall back down. Useful for entering high windows.*

***Mum's Brownie** (100j each):- A suspiciously delicious brownie that cures one Vice when eaten, and refills a Vampires Blood Gauge 3d10.*

*If attempting to **kill** Sweet Ferri Amber on behalf of the Bakers Guild, she will use Profiteroles, Endless Jammy Doughnuts and Airy Croissants in an attempt to escape. She has 45 Life, and any customers will be hostile to anyone that attacks her.*

How to eat a Choconomicon Profiterole.

First, very gently create an opening with your bottom teeth, creating a seal over the breach with your mouth.

Next, brace to receive the seemingly endless pressurised cream that will instantly emerge. Ignore the sensation of drowning, and try to avoid closing your throat, lest the cream rocket out of your nostrils.

Lastly, once the cream has depleted, you are free to enjoy the remaining pastry.

Should you accidentally drop a profiterole, it is good courtesy to leap onto the dessert, sacrificing yourself for the good of other customers.

The Assassins Guild

Nestled in the heart of the Middlefolk Suburbs is the mildly dilapidated and suspiciously foggy Assassins Guild, the currently least intimidating faction in Mundain.

Invented accidentally by a group of impoverished stoners willing to perform favours for their next bag of Stinkleaf, small errands and sexual trysts evolved into targeted murders financed by wealthy benefactors for the promise of profit and pizza.

Much like all Assassin Orders throughout the universe, they are easily recognisable from their uniforms. An assassin can be spotted from the black paint over their eyes, thick dreadlocks, and the strange combination of a heavily armoured upper body with bare legs, which allegedly makes it easier to run away from bodyguards or towards the nearest burrito stall.

Assassins have guilds in every large town and city in Mundain, relaying nearby targets to each other and using a rudimentary form of paper money as lines of credit from one guild to another. This would be considered an incredibly clever idea if they didn't immediately forget who owes what to who, and so no other guild in Mundain has taken up the idea.

Assassination works on a "circular rota" system. Similar to how the joint is passed, whichever assassin is to the left of the last to perform a kill, is tasked with performing the next one. This ensures that, once everyone remembers where they're supposed to sit in the guild hall, that every assassin puts the required work in.

The current guildmasters of the Twin Cities Assassins Guild are Giggly Buns, a human woman and master of poisons, who has developed an immunity to every lethal dose by developing the munchies halfway through a kill, and Ummdave Yeahdave, a centaur man with incredible martial prowess once he remembers where he put his sword.

As the Twin Cities is so dangerous that their targets usually end up dead before they find them Giggly Buns and Ummdave Yeahdave use their guild headquarters to create the School of Assassins, where middle-class second-sons and layabouts can learn crucial development skills, such as rolling joints, fetching donuts, and - if they excel in the previous curriculum - making Giggly Bun's Burritos.

When passing by the Assassins Guild, all adventurers Exertion is set to zero for 3 hours, thanks to the smoke.

Before taking their turn in combat, every participant must roll a DC10. If they fail, they forget what they were doing, and miss a turn.





"Saisi "Big Money" Ran is noted for his tempered, 'rehabilitative' approach to crime and punishment, rather that the preferred 'head on a stick' method favoured by the Mundainian public.

Those that can't afford to repay his predatory loans are captured, imprisoned, and forced to work off their debts in either the jade mines or the stone carvers offices, performing excruciating tasks such as 'fetching coffee and donuts', 'delivering paperwork' and 'remembering sandwich orders'.

Most people prefer their head on a stick.

The Twin Cities Bank & Mint

During the transition from gold and silver coins to cut and shaped jadestone, it was quickly discovered that it costs more than one jade to make a jade coin. To combat this, Dragonkin bankers devised the Personalised Penny Program, in which people could pay for runs of customised coins, perfectly legal tender, to enter circulation. A run of a thousand coins would cost six thousand jade, making the bank a considerable profit for a modicum of extra work.

Of course, Mundain being full of delinquents and juveniles, millions of coins were soon engraved with "Dayv is a Wanker" or intricately detailed depictions of phalluses.

In modern times, attempts at creating paper money that act as "promises that the bank has the money" have been met with resistance, largely because the banks insist that drawing boobs and cocks all over the paper nullifies the value.

The Twin Cities Bank & Mint is ran by Saisi "Big Money" Ran, and is a derilict former dragon palace filled with stone carvers quietly chipping coins, while tired loan officers explain that, yes, eventually you have to give the money back.

Adventurers can visit the Twin Cities Bank & Mint for a loan of up to 1000j, with a weekly compounding interest of 25%. Failure to keep up with payments could have them hounded by debt collectors, and forced to spend some time in the Bank Dungeons.

Blind Meg's House

An unassuming cottage in the middle of the suburbs, home to Blind Meg, a former barbarian warrioress turned battleaxe-wielding old lady. Those looking to lay low for a few weeks, either from guild enforcers, bounty hunters or cultists, look to Blind Meg for sanctuary.

Properly stocked with tea, biscuits, crossbows and siege defences, Blind Meg stands in defiance of all forms of modernisation, occult practices and law, having lived the life of the wandering anti-hero, saving damsels and slaughtering sorcerers for decades. Anyone under her care is safe from the world outside, until their pursuers get bored and move on.

As a last resort, if her siege defences were ever overwhelmed, the cellar of Blind Meg's has a tunnel leading outside the city walls, though it has yet to be used.

Funnily enough, Blind Meg still has perfect vision in her old age. The name comes from her catchphrase "I didn't see shit."

Adventurers looking to hide for a few weeks can do so at Blind Meg's house, suffering a -1 to their highest stat due to the long, uneventful wait.

The Middlefolk Community Centre

If the party is following along with the introductory dungeons, it is here that they may find the sigil of the snake entwined dagger, embossed on the main doorway alongside a handful of others They'll need to find a way in, either by ambushing cultists to steal their robes and interrogating them for the password, sneaking in via a tunnel in the basement of a nearby house, or climbing in through a higher-story open window.

There is no place more depraved and horrific than the Middlefolk Community Centre, where middle-class cultists gather to perform their dark rituals and sordid blood magic. The building is a honeycomb of shuttered doorways, emblazoned with the sigils of local cults, each with their own particular hooded uniforms and intricate handshakes. Amongst these loathsome gatherings, clanless vampires prowl, teaching blood magic and officiating terrible sacrifices.

Hunters and Paladins orbit the outskirts at night, looking for any weakness, any entry point, where they can mount an offense and expunge the depravity, but so far to no avail. To enter through the front, one must have both the password and the correct cloaks, though there may be other opportunities to sneak in underground, or perhaps a nearby basement.

When tackling a bounty at the Middlefolk Community Centre, it is assumed that all enemies know at least one Blood Magic spell.

East Street Aviary & Post Office

A bustling warehouse of incoming and outgoing packages and messages, carried by a sizeable fleet of sapiavians and couriers on Slugraptor and Shagbeetle. Adventurers loiter around the stables, waiting for any escort jobs offered by nervous couriers needing to travel beyond the city walls, or even to the more uncouth districts. Perched on the roof, sapiavians converse and jeer at pedestrians, while handlers desperately try to get them to remember delicate communiques.

While the Community Centre is the heart of the suburban nightlife, the East Street Post Office is the hub of the Middlefolk during the day. Love letters and jewellery, celebrity merchandise, perfumes, missives and paperwork, bottles of rum and vodka, commissioned paintings and triptychs, wooden statuettes and figurines, everything of personal value, financial or sentimental, changes hands at the post office.

This, of course, means muggers and thieves prowl the edges of the crowd, looking for easy targets to swipe any suspicious packages, and knife any protesters. When an adventuring party boards an outgoing Shagbeetle, the tension among civilians is palpable. Though on the days when Giants are hired to deliver something too large for kin to carry, the mood around the post office is much less on edge, due to their propensity to kick anyone that tries to stab them over a building.

When nearby the East Street Aviary & Post Office, the chances for Mugging and Random Encounters is always Very High, day or night.

When providing an escort to a courier, GM can use the Bounty Board system to create a parcel recipient and their location. The reward for doing so should be small - practically nullified if using a Giant Taxi - but opportunities for a side quest or entertaining encounter can be high when walking through the city.



East Street Couriers are recognisable by their feathered blue caps and robes, as well as the single jadecoin kept in their hats, a philanthropic act allowing them to pay postage for a single letter from that would be otherwise unaffordable. The first coin is given by the post office, while subsequent ones are replaced by the courier themselves.

Satyrs make up a surprisingly high amount of intercity couriers, despite their reputation for blowing off any difficult or tedious commitments.

While they're capable of weaving nimbly through the city streets, it is assumed that Satyrs would enjoy any job that involves visiting the homes of bored spouses every day.

UPTOWN

When entering the wealthy quarter it becomes apparent that even the room to breathe is a gilded privilege. Beautiful villas hoard space and the sky itself opens up, uncrowded by the comparatively ramshackle buildings upon buildings throughout the rest of the Twins. It is in this part of every that the Great Houses make their domain.

The "old-money" human, elf and dragonkin families were here long before the Great Hootenanny and northern exodus, and had the sense and resources to pivot away from Imperial collaboration when the time was right. Their warm skin tones allude to their long-standing heritage, and drawings of gold, jadestone and fine spidersilks are a nod to their extreme wealth.

But in recent years, new fortunes have been found among the Relmers, Alloyans and Otherlings that threaten to usurp their financial hegemony, and thus the world of the Great Houses has become one of intense plotting, subterfuge, and assassination.

An adventurer could earn a handsome retirement if they could swallow their pride and work for these rich bastards. But to do so is to become a pariah to the working class. Still, wealthy wizards and the Temple of T'hot make their home here among the bickering rich, if only for the extraordinary financial opportunities.

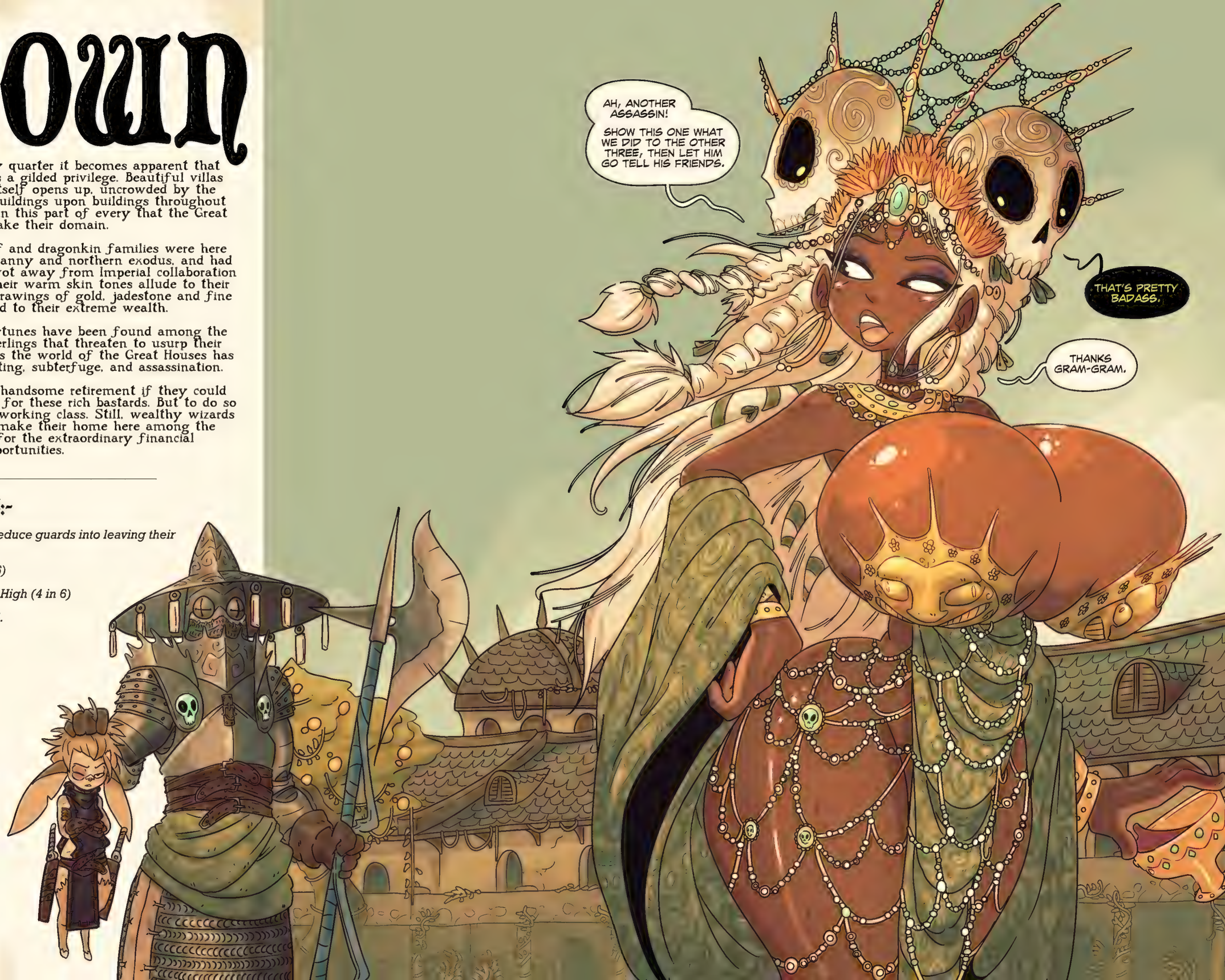
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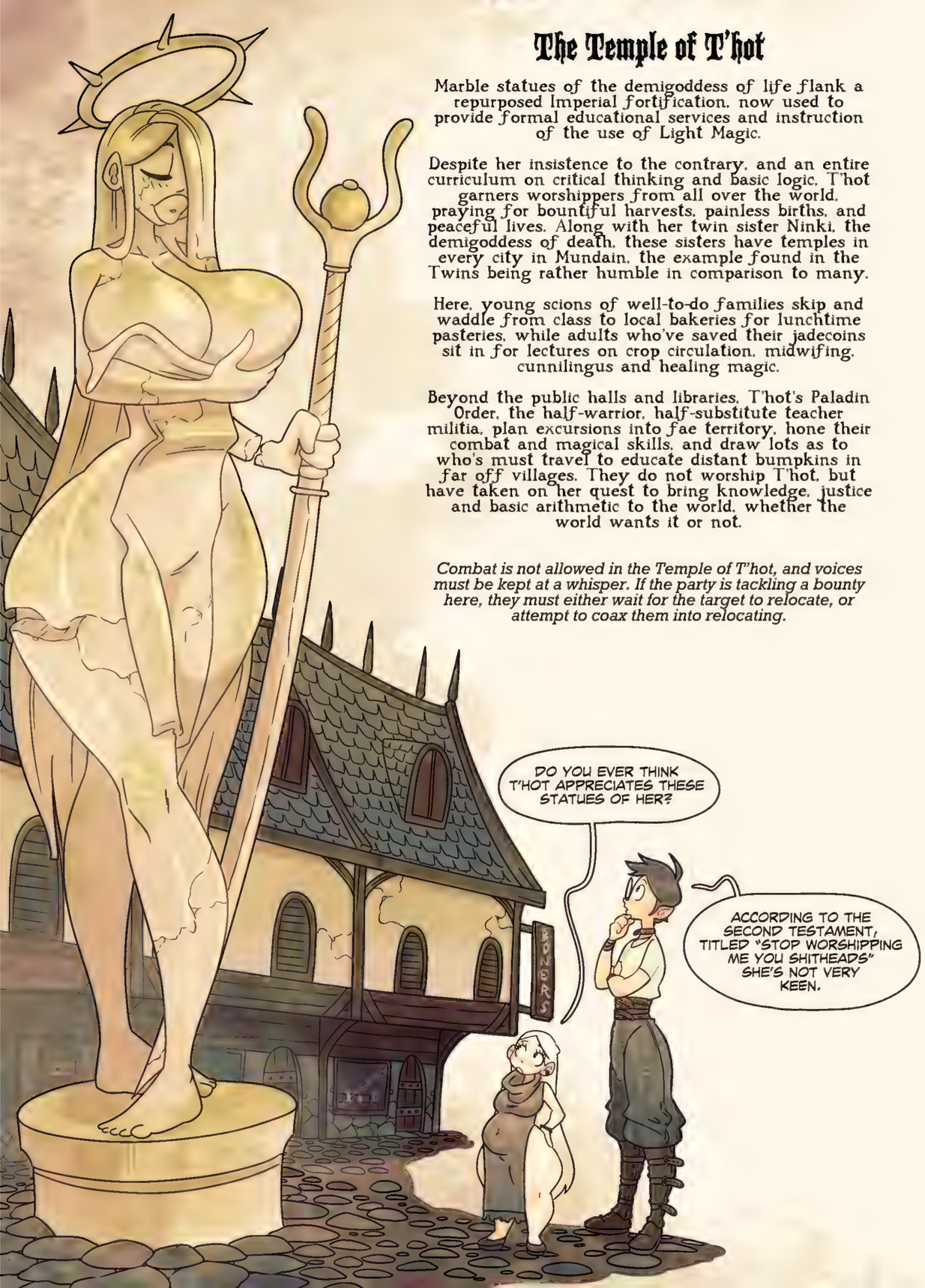
Unique Feature:- *It is harder to seduce guards into leaving their posts here. (-2 to the Eager roll)*

Chance of Mugging:- *Low (2 in 6)*

Chance of Random Encounter:- *High (4 in 6)*

Inn Prices:- *50j per 2 person bed.*





The Temple of T'hot

Marble statues of the demigoddess of life flank a repurposed Imperial fortification, now used to provide formal educational services and instruction of the use of Light Magic.

Despite her insistence to the contrary, and an entire curriculum on critical thinking and basic logic, T'hot garners worshippers from all over the world, praying for bountiful harvests, painless births, and peaceful lives. Along with her twin sister Ninki, the demigoddess of death, these sisters have temples in every city in Mundain, the example found in the Twins being rather humble in comparison to many.

Here, young scions of well-to-do families skip and waddle from class to local bakeries for lunchtime pasteries, while adults who've saved their jadecoins sit in for lectures on crop circulation, midwifing, cunnilingus and healing magic.

Beyond the public halls and libraries, T'hot's Paladin Order, the half-warrior, half-substitute teacher militia, plan excursions into fae territory, hone their combat and magical skills, and draw lots as to who's must travel to educate distant bumpkins in far off villages. They do not worship T'hot, but have taken on her quest to bring knowledge, justice and basic arithmetic to the world, whether the world wants it or not.

Combat is not allowed in the Temple of T'hot, and voices must be kept at a whisper. If the party is tackling a bounty here, they must either wait for the target to relocate, or attempt to coax them into relocating.

Amathia Anathema, The Philosophers Guild

Philosophy in Mundain is an incredibly useless practice. Existential questions such as "why are we here" are swiftly answered by staring at the moons on a clear night, seeing the alien creators of the world stranded and starving. It's an undeniable fact that we are the playthings of cruel gods, now left helpless and dying from our rebellion.

So, what else to think about?

The philosophers of The Twins swan about in whitecloth togas, quaffing wine and smoking stinkleaf, pondering such important questions as:

"If one replaces all parts of a ship, does it require the same insurance"

"If an inventor hadn't invented the thing they invented, would another inventor invent the thing that wasn't invented by the other inventor"

"how do you know two plus two equals four, like, really know"

and

"is a hotdog a sandwich"

Such questions are regarded as incredibly pointless by some, and ridiculously idiotic by others. Largely, the Philosophers Guild is seen as a daycare centre for poorly dressed old men to bicker about nonsense while scantily clad attendants get them shit-faced.

The head of the Philosophers Guild is known as the Master Baiter, who's daily task it is to "bait" fellow thinkers into productive, drunken arguments, before retreating to his quarters to fondle a wine girl. The current head is a relatively spritely goblin known as Confuseus, known for beginning the morning's debate with the most confusing statement possible.

When passing by the Philosophers Guild, roll a (d6). On a 1, gain a Vice from how annoying the guild members are.

The Twin Cities Arena

A holdover from the Imperial Era, when bloodsport was considered the height of entertainment and sex was deemed purely for the creation of future slaveworkers. In the old days, gladiators would fight to their inevitable death, often against captured monsters or hordes of unarmed war captives for the pleasure of the jeering masses. Thankfully, innovations in healing magic allow modern gladiators to fight to the death several times a day, and only against willing participants.

Because of this, popular gladiators occasionally become local celebrities, with smiths and merchants often bidding to sponsor gladiators with arms, armour, clothing, food and drink, in exchange for telling the crowd where they got their new attire and hearty meals from. That is, of course, if they're conscious at the end of a fight. On regular occasions, gladiators will represent their home town against the combatants of other cities, drawing massive crowds, torrential drinking and rampant hooliganism for both the victor and the defeated.

The arena undercroft is where gladiators are tended to by healers and attendants, closing cuts and oiling muscled skin to a mirror shine, providing nutritious meals and hearty potions before and after every fight. Not to mention the inevitable shagging.

Still, the Twin Cities Arena is smaller than most, only capable of holding several hundred attendees, and the stalls get emptier by the year. To combat this, games of Feetballs are hosted every week, a sport in which two teams hypothetically try to put a pair of leather balls in the opposing team's net, but realistically spend ninety minutes kicking each other in the bollocks.

When tackling a bounty in The Twin Cities Arena, healers from the Undercroft will heal any and all Downed participants in combat. This will allow either the target to be captured alive, or escape when the party is defeated.

Aluranien & Gort, Bespoke Elvish Attire

Mundainian high fashion is of course dictated entirely by the millennia old traditions of the elves, revolving around using as much cloth as possible to cover as little as possible. Inch-wide gowns trailing for dozens of feet, multi-layered sleeves that droop to the floor at the wrist, and ore-trimmed loinclothes and decadent robes tied in gold string, paired with incredible headpieces to create attire that is as ridiculous as it is inconvenient to the wearer and anyone in the vicinity. Such clothing immediately identifies one as a member of high society, as attempting even the slightest amount of labour in such an outfit would be outright impossible.

For the less obscenely wealthy, one might save up for a patterned sleeveless robe, known in Elvish as a T'watt. Lined with leather and metal clasps at the front to button up, these robes are worn over a person's usual attire, their only real use being to catch a breeze on particularly humid days, or hide the unfashionable rags under it. This makes them popular with long-haul traders and adventuring types, as it sits comfortably over any armour while providing a fetching hint of affluence.

Aluranien is an effete Elvish man, laughed out of Uanorl for being consistently behind the times with his fashion sense but embraced in the humid backwater of The Twins, while the Orc lad Gort acts as his salesman, muscle, and lover. Between Aluranien's charming patter and Gort's intimidating grunts, anyone that enters their discreet tailor shop is near guaranteed to leave with a lighter purse.

Adventurers are able to purchase a T'watt, a stylish sleeveless robe, for 100j. This robe provides a permanent +1 to their Hotness while they're wearing it.

While tackling a bounty at Aluranien & Gort's, Gort will be hostile to both parties if combat occurs inside the store. Gort has 30 Life, 1 Armour, and wields a large table leg, dealing (d8+1) damage.



Damselhair Bedding & Cushions

It's common knowledge that the higher a damsel is kept in a tower, the longer and quicker their hair grows. Using hair as stuffing for pillows, bedding and furniture, even the dingiest inn or most rural farmer has access to quality furniture and a good night's sleep.

The Twin Cities Damselhair franchise stands at twenty stories tall, with its highest damsels able to stuff hundreds of pillows every day. It's twentieth floor damsel is a human woman referred to as Honey, who's bountiful, bouncy locks are used for luxuriant mattresses and bedding, while the long blonde strands of the elven damsel below her are woven into exquisite blankets and bedsheets.

Of course, this requires climbers to scale the sides of the tower carrying replacement scissors, empty pillow cases, and damsels of a morning and evening, and there are precious few able to scale the entire height of the haphazard edifice. Climbing a damsel's hair is a dangerous option, rope and harnesses are much safer.

Climbing the Damselhair Tower's 20 stories requires a DC10 roll for each story. Using a rope and harness will slow the climber's fall and prevent injury.

As with all falling damage, each story fallen above the ground floor multiplies the (d10) damage x 2. For example, falling 5 stories would be (d10 x 2 x 2 x 2 x 2)

When tackling a bounty at the Damselhair tower, roll a (d20) to determine which story the bounty is currently hiding out in.

The Old Dick Theatre

Mundain's theatre scene is one of juvenile slapstick, ridiculous attire and obscene sexual deviancy. Actors are clad in bright colours, leaden makeup, brass bells and cloth arrangements that are baggy where they should be tight, and tight where they should be baggy. Tellers waddle through the stands offering seafood cups and pork pies to the jeering crowds, theoretically to eat but usually to chuck at the actors.

Current shows playing include:

"The Ballad of Billy Big Bollocks"

"The Dramticulous Exploitamations of a Twin Cities Leg-Spreader"

and

"That's Not How You Swallow a Sausage".

The current showrunner of the Old Dick acting troupe is a particularly short flamboyant Alloyan lad called Aran "Shouty" Aranskin, who, despite all evidence to the contrary, believes acting is some sort of art form.

Passing by the Old Dick Theatre takes 30 minutes when on foot or in a Giant Taxi, due to the large crowd surrounding the establishment.

When tackling a bounty inside the Theatre, only improvised weapons can be used, and the party gains the Horny status effect from what's happening on stage.

The East Street Community Art Gallery

Scions of notable families and Great Houses that are both unimportant and inept often take to a life of fine art. Financed by their family members and taken under the wings of allegedly renowned tutors, these fledgling artists are taught as much about painting as they are about inventing nonsensical motivations and supposedly hidden meanings behind their work.

Thus, the East Street Community Art Gallery houses the nepotistic, slapdash artworks of the upper classes, buying and selling abstract interpretations of the humanoid form, dreary watercolour landscapes, and imaginary bowls of fruit.

Local philistines call it the "least efficient way to look at tits".

The Art Gallery seems to be cooperately managed by the Great Houses of the Twin Cities, who often use its reliable emptiness to conduct meetings and parlays on neutral soil. The only known inhabitant is the janitor, Old Man Auskin, a decrepit dwarf that keeps the floors clean. Or at least wet.

When tackling a bounty inside the East Street Community Art Gallery, the perpetually wet marble floors act as the Ice Plains Difficult Terrain (DC10 when moving, d6 damage when falling prone).

Spending more than 1 hour inside the Art Gallery causes the Berserk status effect, due to all the shitty art work.

Ars Awaiywi'ye Spice Market

Bright-robed Otherlings from the far western islands meet with long tendriled Dragonkin of the east to goad and brag from luxurious tents, gesturing towards porcelain pots of coloured dust and strange seedlings. Deep and fantastic aromas mix and meld to create salivating imaginings of exotic dishes and decadent desserts, fit only for the most special occasions and wealthiest pantries.

The bazaar is tight-packed, long-travelled traders jostling for advantage and waving over customers with exclamations of "pretty lady" and "boss man", though why they've chosen to pitch in the Twins instead of more prosperous cities raises the occasional eyebrow.

A notable trader, known for not being outright hostile to shabby, impoverished adventurers, is Dan "Big Man" Caravan, an enormously large and infectiously cheerful Otherling, willing to trade information, trade route secrets and map locations in exchange for the purchase of some of his pots of yuzu or ginger.

Falling prone for any reason as the Ars Awaiywi'ye Spice Market costs the faller (d4 x 20j) to replace the spices.



The Pawn Shop

Every town in Mundain has one; a sleazy bodega just off the main marketplace that buys the trinkets and baubles adventurers, thieves and bandits acquire, no questions asked. Pawn shops are usually owned by former adventurers, and they know every trick in the grifter's handbook. It'll take some major convincing to get a decent price for your loot.

Unfortunately, Shadi Deelins runs the biggest pawn shop in the Twin Cities, and she's a huge bitch.

Players are encouraged to upsell any Treasures adventurers find in their travels, bragging about how rare and high-quality their purloined curios are, haggling about prices, roleplaying the act of selling off all their loot. Or, for a more streamlined experience, simply use the tables below.

Disposition

Roll a d20 + Hotness to reveal the broker's attitude towards you. How much they like you determines how much they're willing to haggle.

(1-5)

Hostile!

You'll recieve 50% less than the total value of your loot.

(6-10)

Angry

You'll recieve 25% less than the total value of your loot.

(11-15)

Indifferent

You'll recieve the exact total value of your loot.

(16-20)

Friendly

You'll recieve 25% more than total value of your loot.

Treasure Qualities

Treasures are broken up into three qualities, as seen in the Treasure Table. Below are the price ranges for these values. The exact prices are up to the DM to decide.

Cheap

10j - 50j

Fine

51j - 100j

Valuable

101j - 200j

If you wish to sell spare weapons and armour, you can find the prices for them in the Blacksmith section of this chapter.

Treasure is abundant in this world, and precisely calculating the total value of a haul of loot might take a few minutes. If you'd prefer to keep the flow of your session going, consider letting players sell their loot during their Downtime, when you can calculate their earnings away from the game session.

Or, simply throw out a random number and let players haggle for a higher one.



The Arena

Mundain's favourite pastime: watching half naked specimens of peak masculinity oil themselves slick and vigorously wrestle in a display of ultimate heterosexuality.

Every arena has an undercroft, where gladiators are healed by on-site mages, fed nutritious meals, and oiled by eager volunteers while training for their next fight. Adventurers come to the arena both to learn Martial Skills to help in battle, and to make a name for themselves in the fighting pit, though like all guest fighters have to pay a fee before they can battle.

Fighting in The Arena

Guest fighters have to pay an entrance fee to battle in the arena, and are only paid if they win. With the healers ready to keep you alive once you're dragged into the undercroft, even the bloodiest bouts in the Arena are entirely safe, turning Arena battles into a bizarre, painful form of gambling.

Before rolling on the opponent table, every adventurer pays 50j. If they win the battle, each adventurer is paid 150j. Roll d20 dice equal to the number of adventurers fighting to discover your opponents in the battle.

1) **Upstart**
2) **Swindler**
3) **Soother**
4) **Brawler**
5) **Warrior**
6) **Berserker**
7) **Paladin**
8) **Wizard**
9) **Bandit**
10) **Mugger**
11) **Tweaker**
12) **Thug**
13) **Murderhobo**
14) **Dirty Dancer**
15) **Oathbreaker**
16) **Warlock**
17) **Peon**
18) **Ritualist**
19) **Occultist**
20) **Blood Witch**



The Bounty Board

The backbone of justice throughout Mundain, Bounty Boards are a popular way for adventurers to fill their purses and finance their next journey. With the Magnate Lords caring only for their personal prospects and property, neighbourhoods collect coin to finance the capture or death of local criminals. These rewards are then brought to the local bounty office, who then officiate the crime and sketch a crude Wanted poster, taking a percentage of the reward for themselves. Once the criminal is captured or killed, a visit to the bounty office awards the vigilantes with the collected coin.

Bounties are small, local, procedurally generated combat quests. These quests don't require the considerations of food & drink, travelling or dungeon generation. Consider the Bounty Board if your party has spent a session in a city, you need some extra cash, or you're still getting the hang of combat.



Names:

1) Kar'ran, the Dragonkin
2) Snitch, the Goblin
3) Aeri, the Elf
4) Doof, the Dwarf
5) Sleezy, the Goblin
6) Grunta, the Orc
7) Warrin, the Centaur
8) Slayt, the Satyr
9) Brechia, the Dwarf
10) Nevl, the Human
11) Anairion, the Elf
12) Sha'ga, the Dragonkin
13) Ouch, the Goblin
14) Sousi, the Centaur
15) Alyx, the Satyr
16) Anari, the Elf
17) Elrion, the Elf
18) Fukka, the Orc
19) Borm, the Dwarf
20) Sainn, the Human
21) Kriz, the Human
22) Suli, the Elf
23) Erlik, the Satyr
24) Shayd, the Centaur
25) Pointy, the Goblin
26) Cor'lax, the Dragonkin
27) Sha'dik, the Dragonkin
28) Grain, the Goblin
29) Luci, the Elf
30) Marrak, the Human
31) Garen, the Satyr
32) Oulian, the Elf
33) Long, the Centaur
34) Sham, the Dwarf
35) Left, the Goblin
36) Shinia, the Dwarf
37) Der'rik, the Dragonkin
38) Fet, the Orc
39) Enda, the Human
40) Nonian, the Elf
41) Shalt, the Satyr
42) Fungus, the Goblin
43) Shunt, the Orc
44) Zerlam, the Dwarf
45) Dayv, the Human
46) Zanari, the Elf
47) Wander, the Centaur
48) Dun'kin, the Dragonkin
49) Booyah, the Goblin
50) Kwinn, the Human

Crimes:

1) Murder without a License
2) Stealing from a rich person
3) Arson of an Interesting Place
4) Crafting of Phony Potions
5) Theft of Trade Secrets
6) Goblin Supporting Activity
7) Winning a Bar Fight
8) Publishing Awful Romance Novels
9) Loitering
10) Urinating in A Public Bathhouse
11) Beastiality without a License
12) Wasting Milk
13) Impersonating a Centaur
14) Providing poor Legal Advice
15) Annoying their Neighbours
16) Abysmal Sexual Performance
17) Slugraptor Street Racing
18) Exceptionally Loud Masturbation
19) Illegal Cult Activity
20) Wearing Socks with Sandals
21) Wafting Flatulence
22) Warlock Related Nonsense
23) Abuse of a Splatcat
24) Suspicion of Being a Goblin
25) Temple Modesty
26) Bard Humiliation
27) Unsolicited Flamboyance
28) Violating of Food Standards
29) Zombie Collaboration
30) Smuggling of Artefacts
31) Encouraging Satyr Carousal
32) Upsetting Fortune Telling
33) Poaching Brothel Customers
34) Breaking & Entering
35) Unsolicited Centaur Riding
36) Distributing Occult Literature
37) Violation of Contracts
38) Repugnant Gesturing
39) Grand Theft Slugraptor
40) Arena Match Fixing
41) Use of Blood Magic
42) Abuse of Vegetables
43) Frightening a Nightwoofer
44) Public Duelling
45) Humourless Vandalism
46) Refusal to Attend Own Funeral
47) Participation in Pyramid Schemes
48) Piracy
49) Selling Crunch Rock
50) Abuse of The Bounty Board

Enemy Types:

1)
Upstart
2)
Swindler
3)
Soother
4)
Brawler
5)
Warrior
6)
Berserker
7)
Paladin
8)
Wizard
9)
Mimic Knight
10)
Bandit
11)
Mugger
12)
Tweaker
13)
Thug
14)
Murderhobo
15)
Dirty Dancer
16)
Oathbreaker
17)
Warlock
18)
Peon
19)
Ritualist
20)
Occultist
21)
Blood Witch
22)
Executioner
23)
Blood Bag
24)
Jackknife
25)
Clanfather

Non-Player Characters

Non-Player Characters (NPCs) breathe life into the world, offering opportunities for quests, divulging information, and occasionally luring the party into a trap. Creating NPCs on-the-fly can require a lot of improvisational skill, so below are a handful of pre-made NPCs to call upon quickly. For longer campaigns and crafted narratives, there are roll tables on the next page.

1) The Hidden Dungeon:- Karn Tailor *is a male Otherling, 78 years old, a tunic maker. His horns are gigantic, and he's severely hunched. He has pink skin, black eyes, and his tail is cut off about two thirds of the way down. He's gruff and world-weary. The wall of his cellar collapsed, leading to an entrance to the Sewers. He hears faint cries for help down there.*

*(**GM Tip**:- Have the party rescue someone while exploring the Sewer Dungeon, possibly leading to a new quest.)*

2) Providing Security:- Kikkum *is a male Goblin, 31 years old, and part of a goblin bard troupe. The tips of his ears brush the floor. He has yellow-green skin, orange eyes, and dark blue hair. He's dressed in colourful but tattered clothing. He needs people to provide security for his troupe's performance at the Pie 'n' Sausage Inn, beating up drunks.*

*(**GM Tip**:- Have someone at the bar offer money to let them beat up the bards, but reward the party's loyalty if they provide security. Magic items are a great reward, and appropriate for travellers to have. Having the troupe offer more jobs can lead to a campaign arc.)*

3) The Little Thief:- Whizz *is a female Dweller, 9 years old, an orphan taken in by the Thieves Guild. She has huge brown eyes, brown hair and the bunny-eared cloak worn by Miss Pinchpenny's children. She's having a hard time learning to be a pickpocket, and needs help via demonstration.*

*(**GM Tip**:- Have Whizz reward the party with information that leads to a new, morally dubious quest. She doesn't have much else to offer.)*



4) The Obvious Trap:- Ser Quinella Starsword *is a female Relmer, 29 years old, and a knight. She has pink hair, eyes and lips, dark freckled skin, and set of custom, perfectly fitted armour. She talks like a chivalric knight from another world, and a pink fairy is constantly whispering in her ear and giggling. She says she's mounting an expedition to kill a dragon, and requires "squires". (In actual fact, she's luring victims to the Faerie King to create new Warlocks.)*

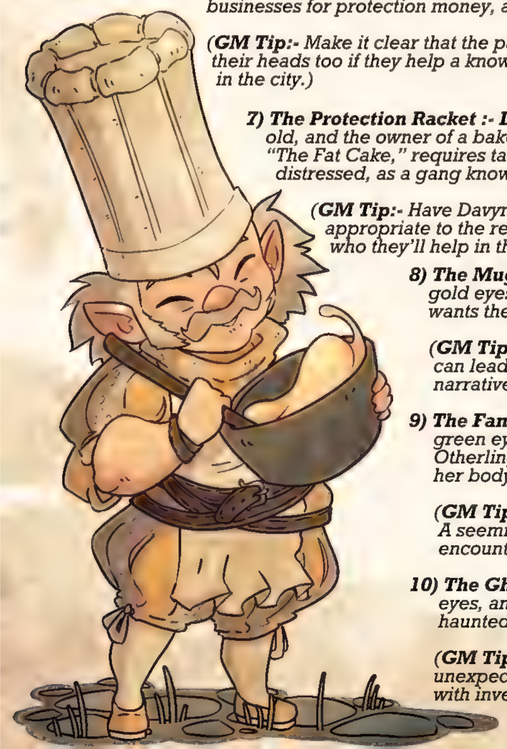
*(**GM Tip**:- Only use this NPC if you're prepared have players travel beyond the city. Have another NPC quietly inform the party that faeries are bastards and Quinella is under some kind of spell. Have Quinella refer to the Faerie as her squire.)*

5) The Vigilante:- Tun'Dii *is a Koboldian Dragonkin, 43 years old, and a bounty hunter. He's dressed in a black cloak and hood, with blackened armour. His skin is orange, and his eyes are enormous and adorable. He calls himself The Dark Avenger. He needs some help bringing a gang leader to justice.*

*(**GM Tip:**- You'll need a villain for this NPC to track through the city. There's a pre-made one below. Having the villain escape or trick the party can turn this side-quest into an entire campaign arc.)*

6) The Gang Leader:- Koryn Weaver *is a female Otherling, 39 years old, and the leader of the Cut Throats. She has one horn, pink skin, and wears a deep red scarf as her gang colours. She's sarcastic and violent. She has a bounty of 500j on her head, and needs help extorting businesses for protection money, and is willing to give the party a cut.*

*(**GM Tip:-** Make it clear that the party will probably end up with a bounty on their heads too if they help a known criminal. There's plenty of vigilantes in the city.)*



7) The Protection Racket :- Davyn Baker *is a male Dweller, 61 years old, and the owner of a bakery. He's incredibly short, and the entrance to his bakery, "The Fat Cake," requires taller races to crawl through on their knees. He's cheerful, but distressed, as a gang known as the Cut Throats is harassing him for protection money.*

*(**GM Tip:-** Have Davyn reward the party with food for rations. Rewards that are thematically appropriate to the rewarder make the world feel more immersive, and let players think on who they'll help in the future.)*

8) The Mugging:- Ereleon *is a male Elf, 11 years old, and a street urchin. He has white hair, gold eyes, and is wearing a burlap tunic. He doesn't talk, but communicates in gestures. He wants the party to follow him down a dark alley, after which, a gang of bandits attack the party!*

*(**GM Tip:**- After defeating the bandits, finding a note or suspicious item like an insignia tattoo can lead to a wider mystery. These sorts of encounters are useful for beginning a larger narrative, or avoiding one if the players don't seem interested in the initial set up.)*

9) The Fan:- Yuli Karnskin *is a female Human, 33 years old, and a Pilgrim. She has black hair, green eyes, and light skin, and is covered in celebrity memorabilia of Zenni Swinger, an Otherling swordswoman. Trinkets like triptychs, amulets, scrolls and books are attached to her body and enormous backpack. She's looking for protection for her next pilgrimage.*

*(**GM Tip:-** Only use this NPC if you're prepared to have players travel beyond the city. A seemingly innocuous journey can turn into an exciting campaign arc with the right encounters, especially if there are narrative connections between them.)*

10) The Ghost:- Raisy *is a male Saytr, 22 years old, and a labourer. He has brown hair, brown eyes, and tanned skin. He's complaining about his recently rented house in the slums being haunted, though he can't offer much as a reward.*

*(**GM Tip:-** Having the "ghost" being something completely different can lead to an unexpected adventure, though helping a real ghost with unfinished business can fill a session with investigation and roleplaying. It's your call.)*

11) The Sabotage:- Loryn Setter *is a female Otherling, 83 years old, and the matriarch of House Setter, a Great House of gold miners and jewellers. She is old, tiny, draped in gold and purple silks, and sports a knowing grin. She needs someone to find the sales documents of a rival jewellery store to learn their supplier, and burn down their storefront.*

*(**GM Tip:-** It's a good idea to have adventurers face consequences depending on who they work for. Working for the rich draws the ire of the poor, and vice versa. Greater rewards, but the threat of being denied services or even attacked.)*



12) The New Girl:- Mog *is a Giant, 207 years old, looking to become a taxi. She has long red hair, a wide frame, and is twelve feet tall. She's looking for a tour of the city, so as to familiarise herself before starting her new job.*

*(**GM Tip:-** This NPC is a fun excuse to explore the city with a giant defending the party. Remember, giants are incredibly deadly.)*

13) The Beggar:- Shorn *is a male Goblin, 19 years old, and a beggar. He has very nipped ears, messy blue-grey hair, and is wearing a burlap sack. He asks for coin or food in exchange for information and rumours.*

*(**GM Tip:-** These types of NPCs are useful for nudging a party in a certain direction, be it a dungeon, a bounty, or an encounter you're eager to use.)*



14) The Almost Human:- Spooky *is a Swamp Nymph, adopted by a Dweller pub landlord and his kinmother, and currently acts as a bartender. She has perpetually wet black hair down to her knees, multiple piercings in each ear, and like all fae talks with a strange, alien cadence. She wanders the city looking for lessons in being "more human".*

*(**GM Tip:-** Spooky can be used to educate the party on the Fae, as well as Fae Hunters and Paladins. Spooky is obviously eager to avoid people that hunt the Fae.)*

15) The Potion Seller:- Yurn Torynslad *is a male Centaur, 41 years old, and an alchemist. He's gaunt, with tanned skin and brown fur and eyes, and a wizard's hat and colourful tabard. He's looking for someone to try a selection of potions.*

*(**GM Tip:-** You can have a lot of fun temporarily altering a party member's looks or attributes, so long as it presents new gameplay opportunities, not restrictions.)*

16) The Masquerade:- Oren Aryakin *is a male Dwarf, 59 years old, and the head of a mining throng. He's bald, with a sensible white beard and blue, patterned finery. He's looking for adventurers to provide bodyguarding services for a masked party tonight.*

*(**GM Tip:-** For a quick and easy murder mystery, have an occult symbol or weapon found on the body, and have someone recognise it. Throw some innocuous details and a red herring into the investigation for a longer mystery session.)*

17) The Scion:- Du'Sais *is a male Wyvernian Dragonkin, 27 years old, and an amnesiac. He has orange skin, wears jade and gold jewellery, and is missing several brain tendrils. He got into a bar fight and lost several tendrils at once, and can't remember who he is or where he lives.*

*(**GM Tip:-** Du'Sais is an opportunity to learn about the Great Houses, and have the party introduced to them, if they figure out who he is.)*



18) The Map:- Cherri Aykin *is a female Alloyan, 22 years old, and a cartographer. She has pale skin, long white hair, and is carrying satchels filled with scrolls and books. She's looking to mount an expedition to an undiscovered imperial ruin, and has a map leading the way. That said, she doesn't have a lot of money.*

*(**GM Tip:**- Only use this NPC if you're prepared to travel beyond the city. There are ways of travelling without the need for a hexcrawl map described in this book, such as hiring a Shagbeetle or providing security for a trade caravan, found in the Wilds chapter.)*

19) Revenge:- Grek Gutspiller *is a female Orc, 35 years old, and a barbarian. She is seven feet tall, has short blue-black hair, and is covered in scars. The cult that killed her Honoured Rival is somewhere in the city, and she needs help finding them.*

*(**GM Tip:-** Remember to occasionally make mistakes in combat when fighting yourself as both an NPC and a group of enemies.)*

20) The Cultist:- *A figure in a decorated red robe ducks into an alleyway. The party glimpses their robe rounding a corner, and then the sound of running on cobblestones. It's time to chase them, and find out what they know!*

*(**GM Tip:-** If the party loses sight of the cultist, finding them hours later knocking on a strange door arguing about needing to reset the cult password is an easy way to pick up the story again.)*



You've had your fill of petty criminals, seedy brothels and blood sport. The real money is made beyond the relative safety of the city state fortifications, and for good reason. Out here, things get really weird. Vicious weather threatens to blow your troupe off course, lawless sorcerers build magic sapping monoliths to fuel their forbidden research, strange creatures prowl the borders of your lantern's light looking for a moment to pounce, and feral goblins, troglodyte hordes and beastman herds track your scent. There's strength in numbers, and you'd be a fool to stray from what few beaten paths have been laid by nomad clans and trade caravans. Only the well prepared or the exceptionally lucky survive out here in

The Wilds

- *Buy rations and water from local farmers*
- *Set up Camp & post Sentries for Guard Duty*
- *Roll for the day's Weather*
- *Generate Pointcrawl Maps*
- *Tame and ride Mountable Creatures*
- *Hunt for Meat*
- *Discover the various modes of Transportation*
- *Provide security for a Trade Caravan*
- *Raid a Sorcerer's Tower*
- *And more!*

The Mapped World

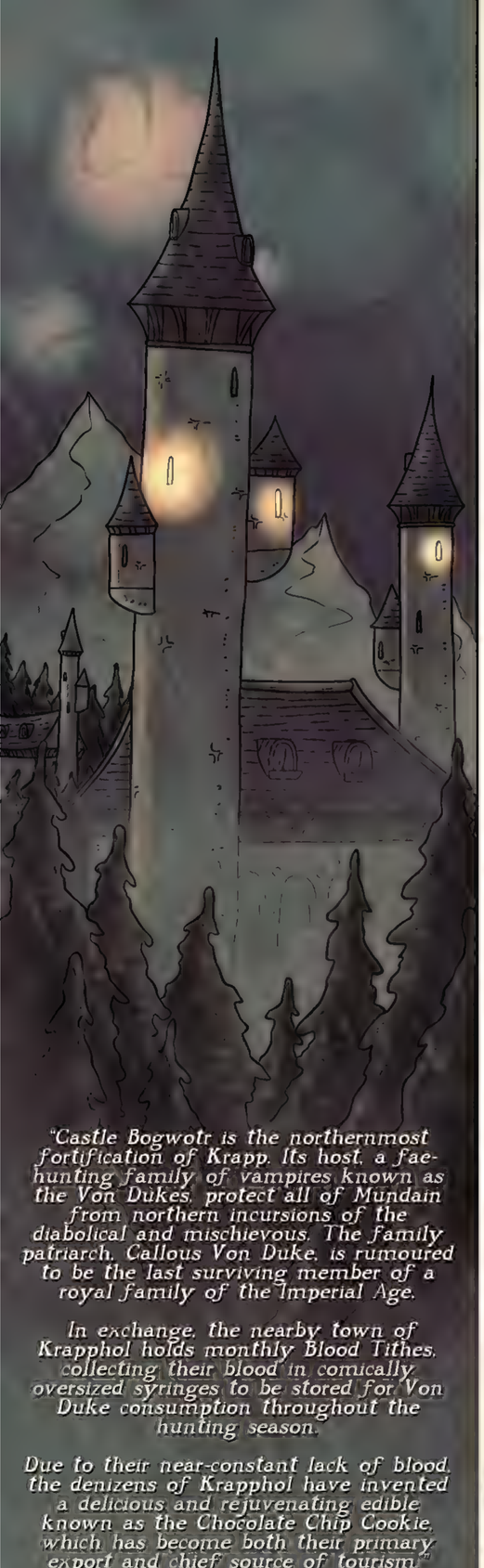
Mundain is vast and full of things that bite bits off, and cartographers, as knowledgable as they are, have between them the martial skills of a bread pudding. As such, the map of the world extends no more than a couple days walk beyond the nearest pub.

What lies beyond the borders of the semi-civilised world, few know. Innumerable monsters, forgotten civilisations, lost magics, whatever is out there, those that have ventured beyond the page have swiftly returned, usually saying things like "bugger that".

One hundred notable locations have been marked on this map, with a brief rundown of each point on the next few pages and more in-depth analyses of important cities and places. Consider rolling a d100 if you're looking to chart a long quest.

Each pip on the routes between points equates to approximately 24 hours on slugback, not taking into account the dangers and terrain.

Krapp
Dunmalestin
Summat
Eumdon Bayou
Summat Else
Buggr
Awalywiye
Pyub
The Taint
The Nood Beaches
Seedswallow Swamp
Scraun
Left
The Ghost Lode
Rinn
The Pearl Necklace
Ars
The Red Desert
Tyidsquizin
Gunaqunnabilay
Gimiaguil
The Twin Cities
Relmer's Reach & Ilawer
Uanor
The Bone Forest
Qatra



"Castle Bogwotr is the northernmost fortification of Krapp. Its host, a fae-hunting family of vampires known as the Von Dukes, protect all of Mundain from northern incursions of the diabolical and mischievous. The family patriarch, Callous Von Duke, is rumoured to be the last surviving member of a royal family of the Imperial Age.

In exchange, the nearby town of Krapphol holds monthly Blood Tithes, collecting their blood in comically oversized syringes to be stored for Von Duke consumption throughout the hunting season.

Due to their near-constant lack of blood, the denizens of Krapphol have invented a delicious and rejuvenating edible known as the Chocolate Chip Cookie, which has become both their primary export and chief source of tourism."

Map Index:

(Below is a list of the numbered places highlighted on the map of Mundain on the previous page. Consider visiting these locations during larger campaigns.)

1) KRAPPHOL:- *The largest town in Krapp, the cold, spooky, mountainous country filled with creepy fae, vampires, and permanent gloom. Attempts to create an expeditionary hub for excursions north have ended in failure due to cold weather, general disdain for mountaineering, and lack of interest. Popular destination for monster hunters and Dwarfs on their holidays. Lots of bakeries. Protected by the Von Dukes of Castle Bogwotr.*

2) KRAPP PIER:- *Port town, acting as the trading hub between Krapp and Dunmalestin. Produces lots of cold weather clothing for those venturing north, and acts as a hiding place and retirement town for pirates.*

3) CASTLE ODSMEL:- *The southernmost point of Krapp, hosting the Von Smel family of wereworts. Bitter rivals of the Von Dukes, equals of their fae-hunting prowess. The patriarch, Wiffin Von Smel, is a mad old husk with a mad old musk.*

4) OFFUL:- *The northernmost point of Dunmalestin, the entrance to the fortified Undead city of Offul. Acting as a bulwark against the constant northern incursions of feral zombies, Offul is impoverished and heavily-militarised compared to Karkus and Karrion.*

5) DUNFLERTIN:- *Seaside village, offering a ferry to Offul. Large amounts of mermaids due to the warm water and relative safety of the island. Makes for a fun tourist destination if you don't mind your wallet being nicked every 3 hours.*

6) DUNFONDLIN:- *Abandoned port town, once a hub for trade between Dunmalestin and Rimn, until some twit smuggled a bunch of poltergeists in a cursed slipper. Now filled with monsters, ghosts, and slimy things. Suspected to house lots of pirate treasure from the Imperial Age.*

7) DUNCUDLIN:- *Largest city in Dunmalestin, filled mostly with humans, orcs, goblins and Otherlings. Acts as the hub for expeditions west, and houses several education and research facilities, such as the Library of Impending Revelations, and the Cells for Unnaturally Nefarious Threats. Calling someone a cunt is referring to the fae prison in this city.*

8) YEWICK:- *Tiny Dweller village, its sole outside income coming from adventurers who forgot the way to the Summat mountain. The ferry is chartered by one Old Man Ferrier, a raisin of a man, his oar being the family greatsword with a frying pan welded to it.*

9) APLOMM:- *Little fishing village, too small to be a functioning port. Its sole warrior, Garren Granslad, protects the village from incursions from Dunfondlin.*

10) BOILENBUBL:- *Host to innumerable hot springs, providing pure hot water to the city of Dunshagin. Home to the most witch covens in Mundain, though their magical mischief is suspected to be the cause of all the ethereal effluent throughout the Cumdon Bayou. The Head Witch, a human named Miss Mater Dee, deliberately chooses to show her true age, despite witches being able to remain young. She claims it's "aesthetic".*

11) DUNSHAGIN:- *Considered the most magical city in Mundain, due largely to the witches that use the hot springs of Boilenbubl for their craft. Largely unassuming at first glance, an agricultural hub for farmers, brewers and toolmakers, but the magic in these goods creates extraordinary harvests, ever-sharp blades and enormously strong, topless labourers. Considered a wonderful tourist destination, though the Trogres from the west require constant attention.*

12) DUNBAYOU:- *A small but busy shipbuilding town on the edge of Dunmalestin and Cumdon territory, circling Lake Havashoe. Provides a safe training area and nursery for juvenile krakens to create krakenships, and has a massive mimic pest problem. Has an unusually high number of witches and wizards born here, possibly. as a magical feedback loop from Boilenbubl.*

13) SUMMAT:- *The only known mountain where dragons coexist without trying to kill each other. It's theorised the mountain is made of solid gold under a rocky crust, but those that have tried to research the mountain usually come back in a dusty shoebox. Duncudlin and Dunshagin have bounty offices that happily accept the heads of dragons.*

14) KRAG'S COVE:- *Pirates den built from an old Imperial Ruin. They'll pay the highest price for severed dragon heads, but their earnings are stolen from sea traders, so only the morally dubious work with them.*

15) HORRIN'S TOLLS:- *A series of tollbooth castles throughout the island where Dunmalsetin, the Cumdon Bayou and Buggr meet. House Horrin earns extravagant wealth charging traders to pass through their claimed waterways, spending most of it on defending against assassination attempts. Bastards.*

16) THE OLD LIGHTHOUSE:- *The largest and wealthiest lighthouse in the west. Thanks to constant bribery and threats, it's the biggest, most fortified den of unbridled hedonism in Dunmalestin. Its current owner, a Dweller man named Freewine Pinchbottom, has created a Great House made almost entirely from hired harlots and courtesans, paid for by sea-faring merchants gifts.*

17) BLÜMIN:- *The northernmost city of Buggr, a massive trade port for goods heading north, and hosts the largest Dwarven elevator in the west, the Slate Lift. Has a lot of more experienced adventurers and knights, due to the monster incursions from Summat Else. Has an incredibly high number of Dwarfs and Alloyans, which makes for an incredibly dull night life and boringly low amount of petty crime.*

18) FUKADUK:- *A small island nation refusing to adhere to the customs of Cumdon and Buggr. Rich in ore, and housing the Ruby Lift to the Iron Kingdom, Fukaduk has an inordinate amount of Traditionalist Dwarfs, who push for their underground, fundamentalist ethics onto the inhabitants, which means a strict curfew, a tedious work ethic, and no polygamy. No fun allowed.*

19) SUMMAT ELSE:- *Strange monsters seem to seep out of the mountain, and those that try to find the source are beaten back or consumed. Summat Else is considered an immediate problem that needs to be solved, but forming an army to enter the mountain would require a level of cooperation among wealthy houses that is currently unthinkable.*

20) MOYST:- *A small island amidst the magical swamps of the Cumdon Bayou, solid enough to build castles, rather than the shacks on stilts common throughout the country. The people of Cumdon have chosen this rare patch of solid ground to build the largest casino, brothel and sextavern parade in Mundain. Indescribable amounts of crime, smuggling and illicit activity. Very fun.*

21) SOGGI:- *Another series of small islands in the Cumdon swamps. Wealthier "new money" families that for some reason choose to remain living in the bayou live here, usually having earned their wealth in Moyst. A useful location for adventurers that would like to become patronized - in both senses of the word - by wealthy idiots.*

22) SOKE:- *The largest solid landmass in Cumdon, used as farmland, and thus attracts monsters. Mainly grows rice, rhubarb, slugweed and crapples. Fish and swamp molluscs congregate around the beaches, and are heavily fished by both the people of Cumdon and Awaiywi'ye.*

23) PORT RHEUMI:- *Small port for trading between Cumdon and Awaiywi'ye. Often used to settle disputes between the two cultures through punch-ups.*

24) ONO:- *Largest city in Awaiywi'ye. Staging area for nautical expeditions south. Strangely, every child born in Awaiywi'ye, no matter the parents, is born an Otherling, having a population of over 18 million Otherlings across the islands. Ono produces the largest amount of mimic breeders, tentacle-based pornography and bite-sized meals made of raw fish and rice in the world. Ono is often attacked by gigantic nautical creatures. Other cities in Awaiywi'ye include Fukyutu, Wakishagi, and Shitz.*

25) PYUB:- *Island-wide city/village of Goblinkind, nestled around a single young Wyrdwood tree. Surprisingly idyllic considering the usual behaviour of Goblins. To the south of Pyub lies an island with a single castle, housing a single secretive knightly order of Goblins known as the Errant Pyub.*

26) WETDOLLOP:- *Large fortified town on the edge of The Taint, provides 90% of the worlds Roadwardens, halberds, and turnips. It's considered a right of passage for a prospective Roadwarden to enter The Taint on foot, have a conversation with The Cowled Lady, and return. The people of Wetdollop are grim-faced badasses, and only need outside help when something really bad is expected to happen.*

27) THE MOURNINGWOOD:- *Abandoned town, taken over by monsters from Summat Else. Exceedingly dangerous and creepy to ride through, but a required route for land traders. Roadwardens from Wetdollop and hired adventurers provide necessary security for merchant caravans. Wilding tribes and feral goblins lurk throughout the south, all the way to The Taint.*

28) ACHEWOOD:- *Heavily forested and fortified city, home of an unusually high population of Orcs, Alloyans and Dwellers. Home of the Mud Lift to the Iron Kingdom, but rarely used beyond smuggling contraband, and exiled Dwarfs. Provides the world with an abundance of music, poetry and sexjestering, thanks to the College of Bards, Minstrels, Jugglers, Jesters and Japery, an exceedingly loud and promiscuous campus, the current Archchancellor being one Mistress Erin Tuner, a humourless old Otherling. Often hires adventurers as security for mummers troupes.*

29) BUGGRAWL:- *Port city and capital of Buggr, with the largest harbour in Western Mundain, providing a centre point for Krapp, Dunmalestin, Cumdon, Uanorl, Rimn and Ars. Provides a wonderful gastronomic experience thanks to the constant trading, and is the home of the almost-edible version of Dragonkin Curry. As such, has the highest population of Dragonkin, Satyrs and Centaurs in the west. Relatively safe, thanks to the Awl Plains around the city, most adventurers deal in mercenary work and bounty hunting here. The city's unofficial motto is: There's Bugger All Around Buggrawl.*

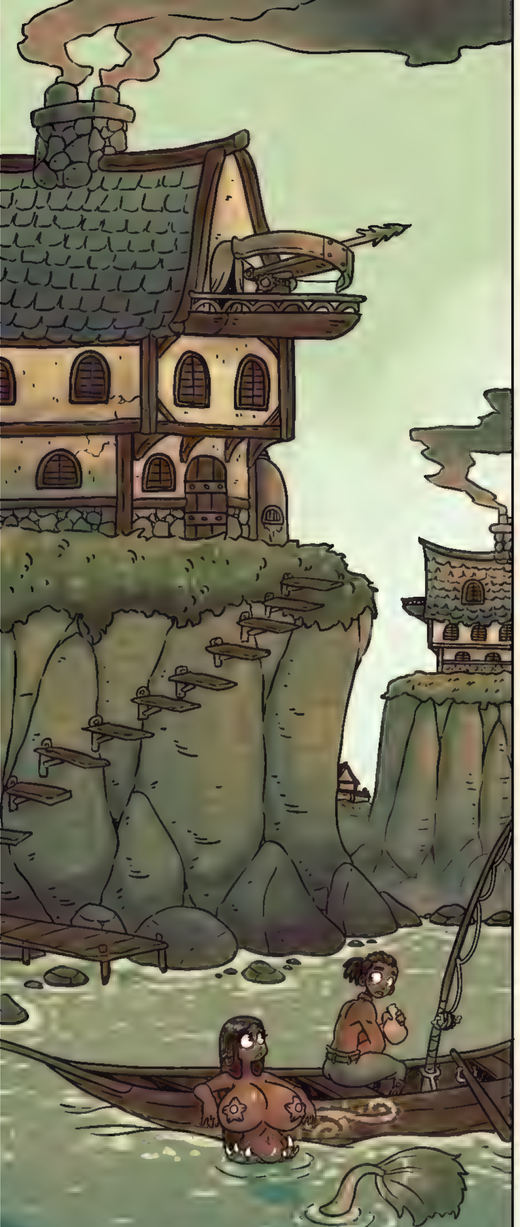
30) CASTLE BLACKHAWK:- *Sorcerer's Tower in The Taint, built as a stopgap over a rift of primordial magic after the Great Hootenanny. Its keeper, the Sorcerer Mister "Big" Blackhawk, sells biological immortality to those who provide subjects for his magical experiments. While he insists that he's making every effort to stop the gradual increase of The Taint, it's rumoured he might be the cause of its slow expansion. Said to be somewhat of an ornithologist.*



"The island city of Pyub provides a fascinating insight into the goblin mind. For example, despite housing over two million awakened goblins, there are almost none of the commodities one would expect from an urban centre. No slums, no palaces, no mercantile guilds or great houses, no sewer systems or ambitious infrastructure projects, hospitals or wizard towers. Just a couple of marketplaces to sell backyard crafts and vegetables, a handful of bulletin boards, a few sap mead distilleries, and a single post office, run by an old fellow named Chuck. To call Pyub a city seems disingenuous, as it's more like a really, really, really enormous village.

What this tells us is that goblins, more than anything else in the world, just enjoy being with other goblins.

Which is quite cute."



"The myriad islands that make up the country of Lefft act as both a breakwater and a bastion for mainland Scrann against the southern tides and the nautical monsters therein. It has also remained largely ignored by the events and machinations of greater Mundain, simply because it's so difficult to find. Not only does the question 'which way is Lefft' provide incredibly confusing answers, but each island town in Lefft claims to be the capital of Lefft.

It is for this reason that the population of Lefft remains entirely human, except for the mermaids, as no other kin can make sense of the place.

And those that do find that it's basically just fishermen using their oars to hit each other."

31) PORT GÜCH:- *A fortified beachhead for those daft enough to want to explore The Taint. A handful of veteran adventurers, financed by various Great Houses wanting to visit Castle Blackhawk, guard the port from fae incursions.*

32) THE KING'S CASTLE:- *An old Imperial Palace and outlying town, swallowed by the swamp and purloined by the Faerie King. Rife with fae and faeries, as well as Warlocks and Faelings under his enchantment. Exceedingly dangerous, and awash in pink and purple magic from worlds past.*

33) WURSS:- *Miserable, crime-ridden brewing town found at the foot of Summat Wurss. Inventors of Scum Rum, a beverage famed for its ability to get not only the drinker shitfaced, but also anyone nearby. Unofficial town motto: "Things can always get Wurss."*

34) OL' UNFAITHFUL:- *An old lighthouse, kept alight to allow trade and travel across the southern sea. Also marks the mouth of the River O'Buggr, for those that wish to enjoy a ponderously slow and terrifying boat ride to Wurss. As with all lighthouses, food, booze, bards and harlots are offered as tribute by seafarers to keep the light on, though the current lighthouse keeper is unknown.*

35) LOODI:- *Smallest of the Noodi Beaches. Currently home to an abandoned wizard tower, a derelict pirate base, and hundreds of mimics. Rumoured to have masses of treasure and magical items hidden away there, if one can battle through all the tentacles.*

36) ROODI:- *Central island of the Noodi Beaches. Formerly a popular holiday destination for the perpetually naked, now a haven for pirates. Has a small Imperial tower in the centre that - with an expert Undead navigator - can be used to enter the pirates den from underneath, all the way from the Twin Cities.*

37) NOODI:- *Largest island of the Noodi Beaches. Host to a particularly lecherous lighthouse, and a small farming and brewing community held hostage to provide constant food, booze and entertainment to its pirate keepers.*

38) NORTHERN SCRANN:- *Considered the bread basket of Mundain. Endless horizons of root vegetables and crops, surrounding the farming town filled with Dwellers, Alloyans, Dwarfs and Otherlings. A picturesque smattering of hamlets joined by a central marketplace and grand warehouse. The sheer amount of food grown here attracts monsters, and Roadwardens from Wetdollop make their final stop here to hunt them.*

39) SOUTHERN SCRANN:- *Vast grazing plains and cave systems allow for slugherding and Beefbug ranching, as well as Shagbeetle husbandry and Strider shearing, with a well-spaced market town at the edge. Where Northern Scrann provides the world with vegetables and grains, Southern Scrann provides the meat and beasts of burden. The two halves of Scrann create a sizeable city, though neither town will admit it. Rivalries and subterfuge between wealthier families is high.*

40) HARK:- *Capital of Lefft, a bustling cliffside town filled with crabbers, fishermen and mollusccatchers. Provides the southern sea with an inordinate amount of pirates, though they're not nearly as prosperous as those in the north, due to fewer trade ships to plunder. Hark is home to the Saltiest Seamen College of Seafaring Professionals, though classes usually end in fellatio.*

41) AWASH:- *Capital of Lefft, noted for their use of lanterns on their crabbing boats of a nighttime to catch particularly idiotic squid. Would be considered quite a beautiful tourist attraction if anyone knew where it was. Every home in Awash has its own siege weaponry, to defend against seaborne monsters.*

42) CRASS:- *Capital of Lefft, a small metropolitan hub surrounding the thaumonautical research centre known as Eldritch University for Rich Elders. Occult activity is rife in Crass, due to its burgeoning middle class and lack of magical educational facilities.*

43) VULGR:- *Capital of Lefft, and most likely to be the actual capital. Miles long rope bridges connect the central town to smaller outlying island village and fisheries, allowing for a dense urban population for refining raw materials into finished goods, such as furniture, pottery, fishing boats and rods, and building materials. The Twin Goddesses T'hot and Ninki were born here, which has fortunately made all attempts to build a structured religion around them give up immediately, due to Lefft being so difficult to find.*

44) THE LOST LIGHTHOUSE:- *Something strange and terrible resides in the lost lighthouse. Left dark, except for one night a month, where the light glows an eerie, ethereal green.*

45) THE FLINT LIFT:- *Abandoned Dwarven elevator, once used to exile transgressors to the surface, and the reason Scrann is so filled with Half-Dwarfs. Occasionally used to smuggle contraband to the Iron Kingdom.*

46) THE PEOPLE'S REPUBLIC OF THINKUPANAMELATER:- *A sizeable seaside town, independent from Lefft, filled with Otherlings and Goblins from Awaiywi'ye and Pyub respectively, as well as a handful of mainlanders. Currently experimenting with some bizarre form of government designed to "represent" the "interests" of "the people". A relatively safe place to live, if one ignores the constant fighting. Currently relies on fishing and tourism to pay for grain and vegetable imports and defenders against dragon attacks from the east.*

47) KOFFIN:- *Farming town filled with Dwellers, Alloyans, and a surprising number of Orcs. The prevalence of Stinkleaf grown here seems to have a calming effect on Orcish rambunctiousness, and many tribes wander through here for a smoke and a relaxing evening fighting Trogres. Is coincidentally home to a small Undead mausoleum town, also called Koffin.*

48) THE TURNIP FIELDS:- *Long stretches of root vegetable fields border the lone road to The Twin Cities, occasionally pockmarked by an Imperial ruin, bandit camp or fishing hut.*

49) DUNGEON ALLEY:- *At the land bridge where east meets west, the old empires erected many fortifications to defend against incursions. These are now filled with miscreants, highwaymen, feral undead and monsters, deep in the lower levels. Stolen goods, treasures and bad guys are constantly restocked for adventurers who want a crack at playing the hero.*

50) THE TWIN CITIES:- *Starting place for most adventurers, a lawless, sprawling den of cutthroat mercantile guilds, gang warfare, obscenely wealthy Great Houses, urban fae and sewer creatures. Also houses the entrance to Karkus, the largest mausoleum city in Mundain, who constantly employs wannabe adventurers to clear out lost sectors of their vast underground metropolis of feral undead. Anyone that survives this city can call themselves a hero already.*

51) FLERTENCUDL:- *Small farming village built around an Imperial ruin, using the upper levels to store grain and vegetables, which attracts monsters in the lower levels. Often an early stop for adventurers sick of The Twins.*

52) GRÖPENWOBL:- *Sizeable fortified fishing town, built to defend against monsters from the Silkspider Strait. A surprising number of Dragonkin and Elven pirates from Ars and Rimn settle here to retire, avoiding the bounties placed on them back home.*

53) GRABENWIGL:- *Heavily fortified tailoring town, earning most of its money from harvesting silk and selling hardy, yet breathable clothing. Also provides a large ferry across the water to the Elven city of Gu'wonwilye, and the cliffside elevator up to Du'won, the Dweller and Relmerian town purpose-built for people who want to avoid spiders.*

54) THE SILKSPIDER STRAIT:- *A vast wall of cliffs seperating Ars from Buggr, filled to the brim with Silkspiders and other horrific cave-dwelling creatures. There is a way through the caves up to the surface of Ars, but its used mainly by smugglers and those trying to escape the law by avoiding travel between Du'won and Grabenwigl. Anyone unafraid of giant spiders is lying.*

55) DU'WON:- *Bustling, vibrant town filled with wealthy Relmers and Dwellers, earning most of their money through tourism and selling basic goods for exorbitant prices to merchants travelling through on slugback. Using the elevator down to the Grabenwigl ferry costs quite the sum, especially for those riding Shagbeetles. As with all wealthy towns, inter-familial conflict and crime provides adventurers with money to earn and sides to choose. Though monster hunting contracts for the Hot Dog Plains can also be quite lucrative.*

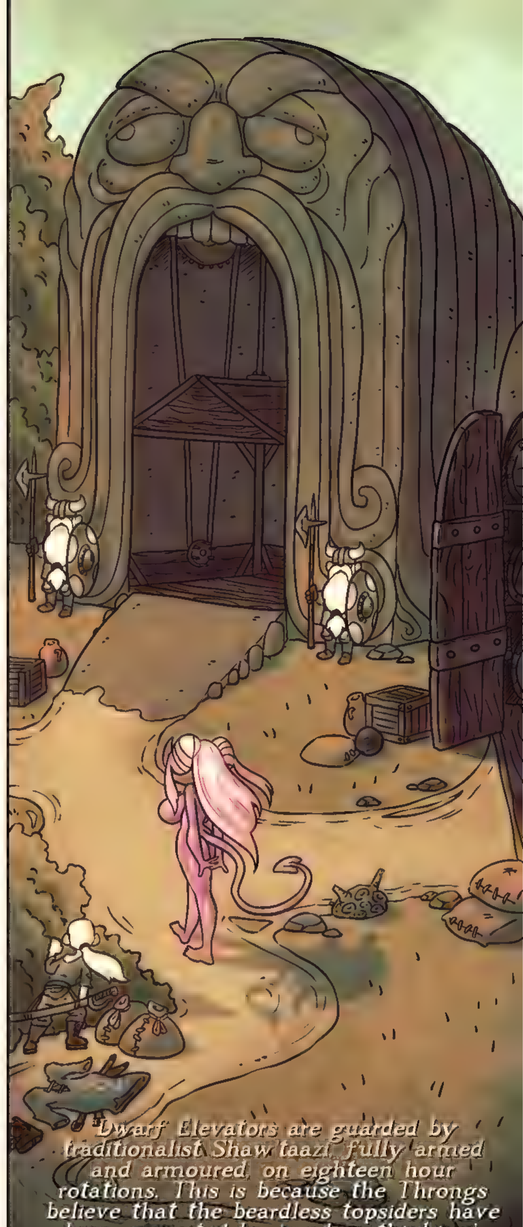
56) THE HOT DOG PLAINS:- *In the lands where grass gives way to sand, monsterous reptiles live. While named after the relatively adorable Hot Dog, various draconids prowl the dunes and hills, waiting to ambush travellers and traders alike. Temporary bandit camps also pop up here, though linger no more than a day or two, due to the monsters never being far away. Those that hire security for their caravans in Ars unequivocally need it through here the most.*

57) BI'ERSEN:- *Several horizons worth of Dweller, Relmer and Alloyan farming towns stretch far beyond the borders of the map. Cartographers have had an impossible time trying to gauge the collected size of these farms, as the inhabitants are usually eating, drinking, or sleeping off one of the former. While the Elves of Uanorl were once greatly opposed to the growing of vegetables so close to their homeland, the fact that monsters seem more attracted to Bi'ersen than the Bone Forest makes them begrudgingly tolerate it.*

58) RELMERS REACH:- *Possibly the most "normal" city in Mundain, half-hidden under the canopy of Uanorl. Home to the magical Unspoken University, the flamboyant Moth Knights, and the largest Dwarven elevator in the known world, as well as the entrance to Iylavyer. Hosts the most Relmers, Dwellers, Alloyans, and Satyrs in Mundain, and second most Otherlings, losing only to Awaiywi'ye.*

59) IYLAVYER:- *Capital city of Uanorl, spanning miles both vertically and horizontally. Has the highest population of Elves in the world, and has a history dating back to the start of the Imperial Age. Untouched by the Great Hootenanny, Iylavyer became a beacon of culture, fashion, intrigue, and assassination that the rest of the world strives to emulate.*

60) GU'WONWILYE:- *Fortified city erected to defend against dragon attacks from the south, using razor sharp wire strung between the trees. Has an unusually high number of humans and Relmers. Gu'wonwilye is home to the most liberally-minded Elves in the Bone Forest, rumours that unthinkable goods such as sugar and pastries imported from Buggr are in common circulation here are roundly denounced by the suspiciously chubby city council.*



"Dwarf Elevators are guarded by traditionalist Shaw'taazi, fully armed and armoured, on eighteen hour rotations. This is because the Throngs believe that the beardless topsiders have been corrupted by 'modern thinking'.

This is an incredibly stupid thing to believe, as all it takes is for an oiled up Otherling to wobble past, or a whiff of Scum Rum on a hot day, to make a Dwarf realise that digging holes isn't actually the height of entertainment that their groundfathers said it was.

To counteract guards abandoning their posts to get drunk and learn about shagging, the Throngs have started to put lead-filled horns on their helmets to weigh down their brims past the eyes.

So now, the Dwarfs protecting their home from smuggling are blind and suffering from the effects of lead poisoning.

It is very easy to smuggle things to and from the Iron Kingdom."



"The sun-kissed elves that reside in the canopy of the Bone Forest are noted for their dark skin, exorbitant wealth, and ethereal beauty. Unaffected by the warring worlds of Dragonkin and Humans during the Imperial Era, Elven culture went on to shape fashion and etiquette after the Great Hootenanny.

Certain procedures like chewing with your mouth closed, using cutlery and avoiding the desire to blast snot rockets onto the floor during meals are all attempts to mimic Elven mannerisms.

Goblins, of course, choose to ignore these pleasantries."

61) EY'UP:- *A small trade port connecting Thiss'un and the nearby islands to the greater Bone Forest. Under heavy elven guard due to the incredible amount of smuggling, but most guards can be bribed with jammy doughnuts and chocolate cakes, forbidden delicacies for carnivorous elves.*

62) THISS'UN:- *A pair of villages of largely Relmers, being nestled between the Twin Cities and Uanorl. Notable for the Library of Complete Bollocks, a trove of nonsense and crude pornography used as a decoy during dragon attacks, to avoid them burning anything of actual value.*

63) MIFANNI:- *A small, quaint island with an unusually high population of garden gnomes. Incredibly well tended gardens throughout the island make the lack of kin all the more eerie.*

64) NESH:- *A holiday resort and resin burial ground for elves, considered "neutral ground" for the various clans and gangs of Uanorl. Funerals and ceremonies of monogamy are held here, and both are considered tragic.*

65) MITHERIN:- *A tall, fortified tower used to defend Nesh against dragon attacks, though those stationed there are often embroiled in the petty schemes and squabbles of the eternally bored.*

66) TA'RRA:- *Southernmost city of Eastern Mundain, home to elven scholars, cartographers and adventurers looking to explore the world south. Probably the most homogenous and conservative of the Uanorl cities, as other kin looking to explore beyond the mapped world prefer the diversity of Buggr and the exotic culture of Awaiywi'ye.*

67) ANGIN:- *Prison island for the elves and those that besmirch the Bone Forest. Convicts are simply dumped there and left to fend for themselves, which has created a tense, yet civil atmosphere, with its own rules of conduct. Due to its proximity to Ta'rra, prisoners trying to swim to shore are used for archery practice.*

68) THE LAIR OF SNOOZING RYPSOFFYADIX:- *The cavernous abode of the ancient Blackhorn Dragon Rypsoffyadix. Said to emerge every 100 years to plunder Uanorl for treasure, damsels and the thrill of combat, he is overdue to return, and the elves of Ta'rra are incredibly nervous.*

69) GIMIACUDL:- *The largest of the River Cities, and second largest trade hub in Mundain, after Buggrawl. A mandatory stop for those heading north, Gimiacudl is the only River City temperate enough for its people to keep working throughout the noonday sun, adding to its wealth and prosperity. That said, it also has the fewest Dragonkin scholars and philosophers, replaced with merchants and builders for its ever expanding borders.*

70) THE MOUTH TO ARS:- *A fortified watchtower at the mouth of the Arswater, guarded by Guild mercenaries to stop pirates from sailing into the River Cities. Of course, these mercenaries are easily bribed, and the watchtower has become a decadent hangout filled with dancers, alcohol and exotic fruits and meats.*

71) GIMIAKOFI:- *A lush and fertile tropical island nestled in the mouth of the Arswater, providing Mundain's supply of coffee, bananas, coconuts and other exotic treats. A surprisingly high number of humans, centaurs and satyrs reside here, outnumbering the Dragonkin ten to one, and wear palm leaves as clothing, if anything at all. A popular tourist destination, despite the enormous man-eating bugs.*

72) GUNAWUNABIJAY:- *Second largest of the River Cities, and much less diverse than Gimiacudl. Holds the highest concentration of Dragonkin scholars, philosophers and astrologians, as well as a large mercantile quarter for finished goods, exported up and down the Arswater for the other River Cities. Dragonkin fashion, education, and political machinations all stem from here. Adventurers pass straight through heading west to the Pearl Necklace or north to The Red Desert.*

73) TIDISQUIZIN:- *Smallest and most stoic of the River Cities. Incursions from the monsters and fae of The Red Desert have created a hearty, self-reliant kin, known for their prowess in battle and bed. Adventurers love the hard drinking, hard fighting and hard fucking attitudes of these warrior clans, and many a tavern acts as the retirement homes of embattled, scar-storied heroes.*

74) FORT WHOTZIT:- *Easternmost Imperial ruin of Mundain, now bordering The Odd Place. Currently home to an expedition of Unspoken University wizards studying the thaumaturgical oddities of the surrounding area.*

75) THE ODD PLACE:- *An area of magical abnormalities, bizarre constructs and priceless artifacts. Mutated monsters roam the land, while strange black rocks float and crackle with energy. It's here that wizard staffs are equipped with the black orbs that allow misremembered spells to go off without danger to the caster, though where these orbs come from is still a mystery.*

76) OOF:- *A small town at the base of the Pearl Necklace. Has become quite prosperous simply by being where a large number of mountain intruders are dumped -naked and slimy- by giants, after being swallowed, carried and deposited. Named after the sound someone makes after a giant removes them from her body and dumps them on the floor.*

77) THE NORTHERN MOUTH:- *The second watchtower to the Arswater, crewed by denizens of Rimn and the Pearl Necklace. In lieu of the traditional ballistae, a giant throws boulders at encroaching pirate ships.*

78) NIPLFLIKEN- *A sizeable town of the Pearl Necklace, nestled between the two largest peaks of the mountain range. Perpetually cold and wet due to its high altitude and seaborne winds, acts as a staging ground for those venturing north to Rimn. Notable for its high concentration of pirates, giants, and red-haired humans and elves.*

79) THE NEST:- *An island where dragons go for their bicentennial mating rituals. Dragons are noted for having astonishingly low libidos, especially in regards to other dragons, and those that can sneak into the nest to retrieve a long-incubating egg can make a fortune. Or lose all their skin.*

80) BOOTY BAY:- *Safe haven for pirates and their intricate, burial-based banking system. Those without the proper nautical tattoos are magically morphed into "booty babes", men and women with attractive, alloyan-like posteriors ready for incessant pinching and fondling by the privateering folk.*

81) CLITFLIKEN:- *Another town nestled in the Pearl Necklace, beset by cold rain and strong winds. Lesser Fae, such as the terrifying Hufnwulf, are known to prowl the streets of this miserable town of a night time.*

82) PORT WANDRIN- *A large trade harbour that serves both Rimn and the Pearl Necklace, though suspiciously the surrounding town is surprisingly decrepit. Sailors prefer to stay aboard their krakenships, and the locals are feeble and superstitious. Something strange is happening here.*

83) DIQFLIKEN:- *The largest town of the Pearl Necklace, with the largest number of off-mountain giants in Mundain. Their impressive strength allows many buildings to be erected from pure stone with ease, making the town impervious to dragon attacks, but very vulnerable to drunken, stumbling giants.*

84) SOUTHERN RIMN:- *The island nation of Rimn is has sequestered itself from the vague moralities of the mainland, focusing on the cutting edge of thaumaturgical innovation and magical architecture. While the wizards of the rest of Mundain know that using magic is mostly about knowing when not to use it, the mages of Rimn happily ignore this stupid advice.*

85) RIMN:- *Magically erected spires and steeples jut through the fog like knives through flesh. Reminiscent of the Imperial fortifications that litter the landscape, but with an eye for form over function. Rimn is the one place in Mundain that allows and encourages thralldom, their masters transforming them into gorgeous and productive toys to be used on a whim or sent to work. Rimn is not a place for nice people.*

86) NORTHERN RIMN:- *A small island provides magically enhanced fruits, vegetables and meats for the rest of the country, ploughed and fertilised by hypnotised serfs. Rewarded with orgasmic jolts when quota is met, and turned into self-aware rubber toys for slacking off, the working folk of Rimn in a constant daze of pleasure and toil, and any moment of lucidity is used to try and escape to a normal life.*

87) THE GONPORT:- *The western entrance to the Ghost Lode, a massive haunted network of mineshafts now filled with feral undead. A lone ferry provides passage at extortionate prices, its ferryman armed with superstitious wards and charms to keep the dead away.*

88) RIMN'S EDGE:- *The northernmost point of Rimn, once a staging area for cartographers and adventurers to explore the north, now overtaken by the undead. It's said that troves of knowledge were left abandoned when the dead rose from the dungeons below, and many adventuring parties attempt to retrieve this supposed bounty, but those that return are left shaken and traumatised.*

89) SPATCHCOCK:- *An abandoned mining town, sequestered from the rest of the Ghost Lode by derelict quarries and open mines. The place was evacuated in a hurry; rotten food stains dinner plates and sacks of finery lay strewn about the empty streets. But still, the sounds of lumbering footsteps echo throughout the alleyways.*

90) THE GROVE OF BLADES:- *Atop an unassuming hill, thousands of swords are stabbed into the earth as warrior graves, marking a forgotten battle. At night, ghosts swirl around the graveyard's centrepoint, and the general of an ancient army rises from the dead, hoping to take his men to a long-deserved warrior's afterlife.*

91) HOPSKIP:- *A small island between the Ghost Lode and the Pearl Necklace, used by those who wish to explore the haunted mines without travelling through Rimn. Largely uninhabited, though the occasional fae will coalesce there to prey on unaware travellers.*

92) THE HOUSE OF T'HOT:- *An unassuming villa, aside from the small mountains of unwanted tribute piled near the lone doorway, flanked by two Paladins Here is where the demi-goddess T'hot returns to after wandering the northern wastes of Mundain, to write down her findings and relay any pertinent information to the masses. Pilgrims travel the Pearl Necklace to lay small treasures at her doorway hoping for a blessing, despite her constant attempts to avoid worship.*

93) BELIBUTN:- *The northernmost settlement of the Pearl Necklace, largely acting as a ferry to the House of T'hot and Hopskip. Pilgrims and adventurers travel through almost exclusively, its only permanent residents using shellfish and dairygirl butter to create local delicacies for those passing through to more important places.*

94) PISINIT:- *A break in the mountain range causes hot air to meet cold, creating a zone of constant heavy rainfall. Pisinit's main export is fresh rainwater, sold to pirate ships and traders in exchange for coats and umbrellas.*

95) SOOTHYN:- *The only town on the east-facing side of the Pearl Necklace, where the warm Ars climate creates ranges of hot springs alongside the mountain. Folk travel here for the best bath they've ever had, though monsters, fae and giants often pine for a dip. Monster hunters that reside in Soothyn make an excellent living.*

96) THE LEFT TRUNK:- *An imperial ruin in the shape of a human left foot, supposedly built to glorify a long forgotten tyrant. Provides an entrance to a vast underground network, cut off from the rest of Mundain's undead cities. The feral undead in this necropolis are wrapped in bandages and are missing internal organs, alluding to some outdated burial ritual.*

97) STYLWOTR:- *A high-traffic oasis for those exploring the Red Desert, beset with rows of Dragonkin and centaur traders selling allegedly magical items and must-have survivalist accoutrements, though desert-dwelling bandits and monsters make them swiftly evacuate on their dunewalkers and shagbeetles. Those heading north make Stylwotr their last stop before civilisation ends.*

98) SPARKLYNWOTR:- *Another must-visit oasis, this one at the mid-point between the Left and Right Trunk. Serving those deciding on an entrance to the strange sandstone dungeons beneath, Sparklynwotr's traders are much more entrenched than the quick to leave peddlers of Stylwotr and Tappwotr, having even erected rudimentary palisades from the palm trees that grow here.*

99) THE RIGHT TRUNK:- *The other foot-shaped entrance to the sandy underground mausoleum network under Ars. It is long known that the Dragonkin have nothing to do with this strange labyrinth, as they have always buried their dead. Except, of course, for their ancient imperial overlords, who's throats they slit and left their corpses somewhere down here, to live in shameful undeath.*

100) TAPWOTR:- *For those on the quest to Mons Pubis, the miles high mountainspire that gives the River Cities their water, Tapwotr is the final port of call before venturing into unknown territory. A relatively quiet oasis compared to its sisters, though rumours of strange civilisations living on the distant mountain bring a small, constant stream of inquisitive adventurers.*

GMs can use this pointcrawl map or create a "zoomed in" map on a smaller region to provide greater detail for players to explore.

For the most player freedom, GMs can use a hexcrawl map, allowing players to travel freely throughout the world, exploring at their leisure. Details on hexcrawl maps can be found later in this chapter.



The Bone Forest:

The cities of The Bone Forest (or Uanorl in Elvish) are, by far, the largest in Mundain. Pallid, labyrinthine megastructures made from the powdered bark and sap of the miles high wyrdwood trees, conjured by disinterested archeomancers tens of thousands of years ago. The largest city in Uanorl is Iylavyer, bordering and melding into Relmer's Reach and blossoming from trade in the second era. The true size of the Bone Forest is unknown, all sailors that have tried to circumnavigate the forest's edge have failed, and the Elvish population remains largely towards its northern border.

Social Structure:

The general structure of Elvish society is: the wealthier one is, the higher on the tree they can afford to live. Elvish society is rigidly cast into three classes.

-The High Elves, that live in the canopy in lavishly decorated mansions. The families of 'old money' have darkened skin from generations of sunlight above the clouds, though many new money families have worked their way up in the second era.

-The Wood Elves, that live on the trunks of the wyrdwood trees in pre-fabricated apartments and housing. The narrow windows allude to the centuries of cartel and inter-familial warfare of Elvish history, and their natural aptitude for archery.

-The Dark Elves, denizens of the forest floor, where light never reaches. Impoverished yet hardy, these elves often combat the monsters and fae creatures that skulk the depths, and provide the higher classes with much of the meat and ore they need.

Of course, to an outsider, an Elf is an Elf, and the rampant classism is kept largely internal and almost immediately forgotten upon leaving Uanorl.

Every city is allegedly governed by a High Council, a college of representatives from Great Houses, workers guilds, and educational & magical institutions. These councils vote on matters of law, trade, infrastructure and the betterment of their city, and then promptly ignore the outcome.

Having no Temples or Paladin Order, the largest educational facility in the Bone Forest is the Oonauti Technically College of Music History, Archery, Magic and Cunnilingus, where young adults can receive a top-notch Elvish education while learning and appreciating their ancient traditions. Oonauti is located in Iylavyer, and is often overshadowed by the Unspoken University in Relmer's Reach in terms of magical education and extra-curricular activities.

Forest Elves have very loose familial structures, especially the Wood and Dark Elves, having child-raising responsibilities rotate throughout their apartments and social groups. Due to their superfetational pregnancies, where one Elf can be in multiple pregnancies at multiple stages, remaining perpetually pregnant if they wish, many couples choose to avoid pregnancy altogether, using a sock-like sap rubber prophylactic known as a "Naah".

The popular advertising pamphlet reads "Do you wanna have dozens of children? Naah."

Economy:

Uanorl exports revolve largely around wyrdwood sap, used in construction, clothing, waterproofing, pipe-fitting, and rubber. Elvish cultural exports have shaped modern society after The Great Hootenanny, having remained largely unaffected by the event.

Elvish fashion revolves around two key factors:- wastefulness and inconvenience. Draping oneself in loose, criss-crossing jewellery and using as much fabric as possible to cover as little as possible. Avoiding any sense of practicality or purpose has become the universal approach to high fashion, thanks to the Elves.

Tamed exotic pets are a popular export, such as the charmingly talkative Parraxolotl, or of course the varying house mimics. Elves are particularly suited to housing the eggs of breeding mimics, and their tentacles and shapeshifting provide much utility and enjoyment around the home.

Furniture in Uanorl uses the same woven sap string of their clothing, padded with Mothsloth fur to provide comfortable, minimalist furnishings for their homes. Wyrdwood bark provides flexible support for beds and sofas, while tables and desks sit low to the floor for a peaceful aesthetic.

The most common drink in Uanorl is Sarsaparilla, made from Sassiroot, which is also a key ingredient in the Whiffsniff drug. The more liberally minded elves put imported sugar in Sarsaparilla for a less revolting flavour, which can then be smuggled to Relmer's Reach and beyond.

Key imports of Uanorl include gemstones, weaponry, stone for construction, meat and ranchfeed, lantern oil, and Undead-made toys and merchandise.

Questing:

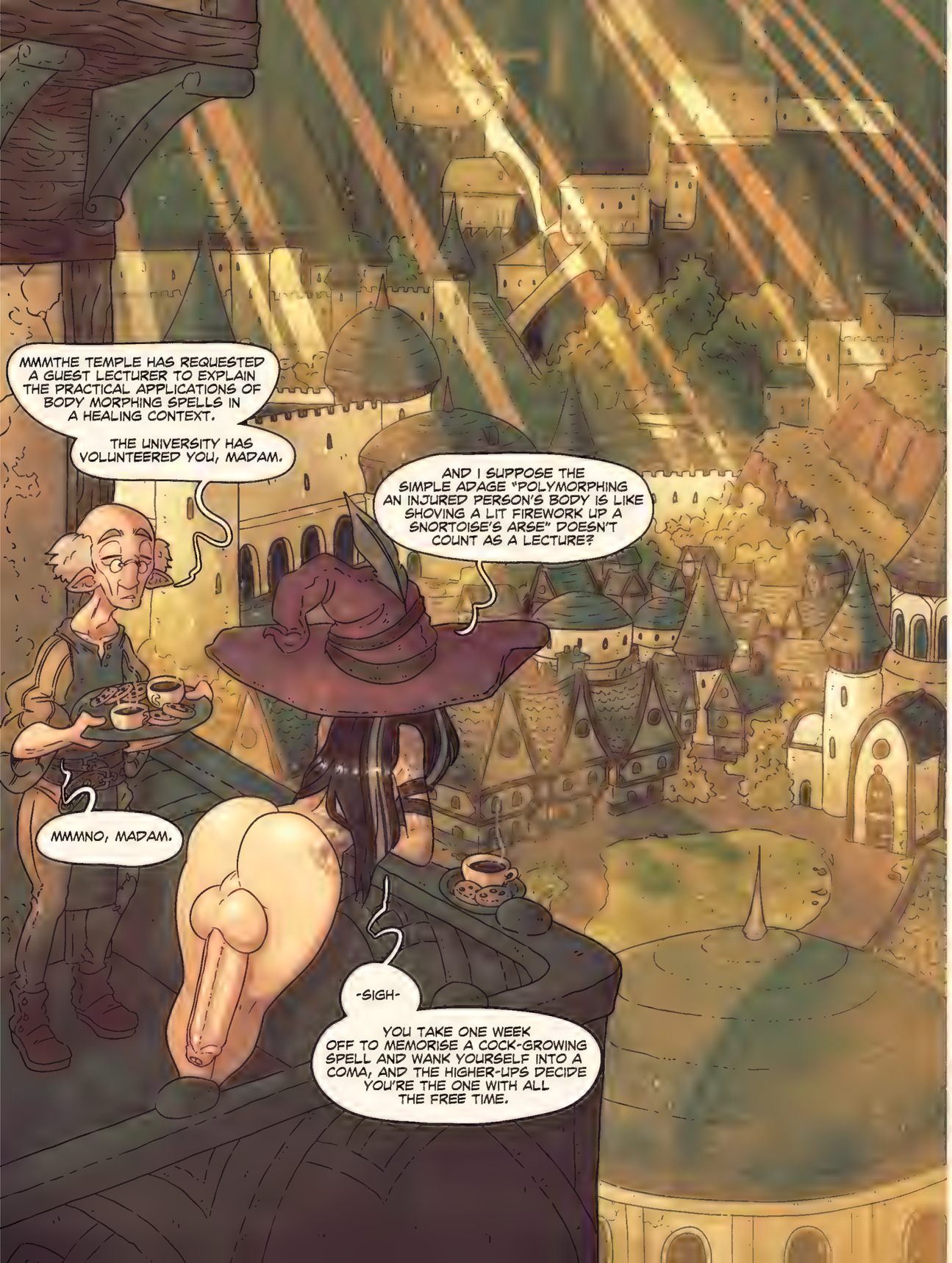
Questing in Uanorl revolves largely around morally dubious mercenary work and bounty hunting. A party may be called to assassinate a council member in their home, fighting their way through their personal guard and magical maze-like houses for the benefit of a wealthy benefactor that wants a seat on the council.

A party could be called upon to aid a faction in the turf warfare rife throughout the middle and lower classes, battling across narrow bridges and tightly cramped apartments, perhaps rescuing a hostage being held for ransom or territory exchanges.

They could also be requested to delve into the pitch-black underbelly of the forest floor, to hunt a monster or fae that has been terrorising the locals.

Bone Forest Elves are wary of outsiders, especially those without an Elvish, Relmer or Dweller escort, so the party shouldn't expect to be invited to any social events or unguarded meetings without having proved themselves worthy and loyal.

Dungeons designed for the Bone Forest should be intentionally complex, and sections that include their narrow and dangerous outside bridges will provide a tense battle for any adventurer scared of heights.



Relmers Reach:

The most progressive and prosperous city in Mundain. In lieu of a community-funded bounty board, they have a rudimentary criminal justice system that issues fines and jail time. Instead of mercantile guild enforcers, they have an allegedly impartial town guard. And, in addition to Thieves Guild boarding schools and Temple lectures, they have the makings of a children's education system, where children learn skills beyond pickpocketing and distracting a target while a co-conspirator knifes them in the kidneys.

Relmers Reach is also home to the Unspoken University, an invite only school for the magically inclined, only enterable via magic mirror. Young Students of the UU are divided into four Houses based on vague character traits. This is considered an incredibly stupid thing to do, stunting a child's emotional growth by herding them into convenient subgroups. The counter-argument is that wizards grow up to be emotionally stunted anyway, so one might as well get started while they're young.

The Houses are as follows:-

-House Slimesquish: Allegedly the most noble House in the Unspoken University. In an effort to avoid calling these students "dumb" they are instead referred to as "brave". Often sent home in a jar.

-House Brushstroke: Usually hailing from rural villages, these students have an admirable work ethic, but a tedious lack of ambition. Usually end up creating Dairygirls for farmers.

-House Watchacallit: The House for students with a particularly aptitude for spell memorisation, sequestered together largely to keep the other Houses from interfering with wizards with actual potential. Completely bereft of social skills.

-House Strophic: They're not "cunning", they're not "ambitious", they're evil little fuckers, like some children just are. Anyone caught with a whiff of empathy is moved to a House that isn't just a holding pen for magically inclined little bastards.

Recently the UU has started teaching useful subjects like mathematics and geography, after releasing several generations of young wizards into world that were - to put it mildly - dumb as shit.

Social Structure:

Relmers Reach has the highest number of half-kin races in Mundain. Alloyans, Dwellers, Relmers, Satyrs and Otherlings make up the vast majority of its inhabitants, and - freed from the traditions of their progenitors - have created a progressive, almost democratic society, with a Council made of mercantile guilds, Great House scions and University and Temple representatives occasionally coming to consensus about the way things should be run, usually by citing examples from other cities to show how they shouldn't. Crime is still an issue, especially in Old Town, the part of the city covered in permanent shade by the canopy of Uanorl, but Relmers Reach is considered the safest, most communal city in Mundain. Admittedly, that's not saying much.

Due to the amount of magically inclined kin in the city, body-morphing spells are very common, and quite affordable. As a result of switching between genders, faces and proportions, many people choose to tattoo one of their hands with a distinguishing personal mark, allowing loved ones to recognise them. Some families have even started using these recognition marks as "family crests". The prevalence of body-morphing does make crime-fighting surprisingly difficult, however.

Economy:

Relmers Reach's chief exports are educated individuals, clothing, textiles, and construction materials, aided by acting as a hub for goods from Uanorl. The fertile ground around the city allows for plenty of food to be grown locally, and the canopy of the Bone Forest provides torrents of fresh water, collected at the foot of wyrdwood trees. Their main imports are magical items to use as fuel for UU's "Glass Cannon" project, their effort to kill the Moonthings, as well as spices from Ars and wheat for baking from Buggr. Mass-produced books from Undead cities are also a massive import.

Relmers Reach has no Undead city beneath them, but hosts the largest Dwarven elevator in Mundain, allowing for a growing finished goods industry, such as furniture, clothing, ceramics and pottery, while the underground Dwarfs provide armour and weapons of a premium quality.

Relmers Reach makes a large amount of money from its educational facilities, a small portion of which subsidises the town guard and the Moth Knights, a small army of flamboyantly dressed outriders that protect the outlying villages from monsters and the fae. Moth Knights earn an income by becoming "sponsored" by local stores, wearing clothing, eating food and using weapons provided by merchants to promote their quality to prospective customers. This gives them a vibrant, outlandish and impractical aesthetic compared to many monster hunters, as frills, tights and puffy sleeves offer very little in the way of a tactical advantage.

Questing:

There are plenty of ways for a budding adventurer to earn a living in Relmers Reach. The Unspoken University always requires new magic items to add to the Glass Cannon, as well as security for wizard expeditions and school field trips. Becoming a town guard is a sure fire way to become wrapped up in a murder mystery plot or cult activity, while the Moth Knights are always welcoming of monster hunters that wish to protect nearby villages while looking as fabulous as possible.

For the more morally flexible, the city's Great Houses are locked in a constant unseen battle of subterfuge and assassination, since the town guard often stymies outright warfare in the streets of Old Town. To work within the city of Relmers Reach requires a level of subtlety and nuance that is unsurprisingly rare amongst the adventuring sort.

Dungeons designed for the streets of Relmers Reach should involve multiple small houses connected by streets, or large castles and estates with many rooms and hallways. It's incredibly rare to find monsters within the city boundaries, but increasingly common among the outlying villages.



The Iron Kingdom:

The mysterious previous world beneath Mundain, and birth place of the Shaw'Taazis. Only the Dwarfiest of topsiders have ever laid eyes on their strange underground worlds, and only invited by the most liberal or most desperate of Dwarven Throngs. Those that have glimpsed the Iron Kingdom speak of vast dwarf-made caverns housing enormous decorated residential pillars, and endless steel pipework that shuttles water and magma throughout, providing heat, hygiene and fertiliser for their farming efforts, and steam to drive mills and ease production of clothing and their beloved chainmail. Where it not for their stubbornness and resistance to change, it is theorised by Mundainian scholars that their strange "steam power" could have incredible applications, though the Dwarfs are incapable of sharing, and those above are too sweaty and drunk to figure it out for themselves.

Social Structure:

Dwarven society is seperated into Throngs, structured multi-familial clans that share similar ideals. Of course, all Dwarven ideals are similar, which makes even the smallest discrepancies - such as saying rubies should be more valuable than diamonds - punishable by exile. Before Mundain, this would mean a perilous journey to another, more welcoming Throng, but in modern times most exiles head to the surface.

Each Throng has their own Kon'k, or "ceiling scraper", a giant pillar hewn from bedrock which houses all families in small dwellings, each with their own heating and clean water taps, and sporting an enormous central hall to congregate and discuss the days schedule. These Kon'ks are usually decorated with the visage of the founder of the Throng, a Dwarf which was usually exiled and chose to found their own Throng, rather than join another.

Many of the larger Throngs have access to their own trade elevator to the surface, wherein they can sell their goods to the world above in exchange for raw materials, exotic foods and spices, and in the case of more open-minded Throngs, literature. It must be noted that the underground Dwarfs use a coinage of gold, silver and copper, rather than jade, so Dwarven items seem incredibly expensive to Mundainians, and Mundainian currency seems largely useless to Dwarfs, keeping it aside mostly to buy items from above when production is low.

Dwarfs have yet to find out about ore transmutation magic, due to wizards being far too skimpily dressed to ever be allowed below ground.

Dwarven society has grown more traditionalist and insular since the Great Hootenanny and the start of the Second Era. Having suffered the same magical transformation as those above, as well as needing to deal with the more frightening, cave-dwelling fae, the Throngs eschew magic, alcohol, and frivolity, in favour of mining, manufacturing, quiet board games, and more mining.

Dwarfs have a communal familial structure, largely due to Dwarven unwillingness to admit gender, and especially not to acknowledge sexual intercourse with another one of the Throng. Babies just sometimes show up, as far as most Dwarfs know.

Economy:

The Iron Kingdom begrudgingly imports food, spices and sugar from the world above, as well as textiles and dyes, wood, and leather. Throngs in dire straits and dwindling ore veins will also import Undead-made tools, armour and weaponry in a bid to keep digging. Throngs with an unusual streak of curiosity will import fashionable clothing and literature, and smuggling contraband from the surface such as magical items, sexual aids and exotic weaponry is rife among some Throngs.

The largest Dwarven exports are chainmail, water and sewage systems, coal, salt, and glassware, such as windows, spectacles, bottles and beakers. The glasses Relmers often require are entirely Dwarf made.

The wealthiest Throng in the Iron Kingdom is currently the Soreskin Throng, who happen to be the most accepting of above ground culture, importing all sorts of interesting and unusual items from Mundain. It is even rumoured among the other Throngs that the Soreskins have begun to differentiate between men and women, though their beards remain equally long. Such rumours of open-mindedness have the Soreskin at odds with the other Throngs, occasionally even coming to blows in terrifying, underground battles.

Questing:

Questing for the Throngs of the Iron Kingdom should be reserved for high level players and experienced GMs looking to create unique, longer campaigns. Convincing a Throng to let topsiders into their world requires a lot of vouching, demonstrable deeds, and expensive equipment.

Through their love of mining, Dwarfs come into contact with strange fae creatures, terrifying magical monsters, and sometimes pockets of new worlds, replete with unusual flora and fauna. It is when they consider themselves outmatched, desperate, and cut off from allied Throngs that the Dwarfs will call for aid from above, and only very, very occasionally.

To accept quests from the Iron Kingdom, a party must first make themselves known to them. Usually this involves providing security for particularly valuable goods heading towards an elevator for trade, and fending off a significant threat. If the elevator guards find this impressive, they might offer odd jobs or ask for help discovering contraband routes, or even sabotaging a rival Throng's elevator. Once the party is known to be trustworthy, (and are appropriately dressed), they could be brought below to be introduced to the Throng's leaders to help with whatever turmoil has befallen them.

This can be a long, campaign-defining experience, far from the drunken lecherousness and slapstick silliness of a typical Mundainian campaign, and as such is recommended only for GMs and players that are certain to enjoy such a change of mood and pace. Those that quest for the Throngs find themselves a long way from home.

PROVIDING CARAVAN SECURITY

Between the fortified points of civilisation, troupes and traders brave the wilderness, trudging and skittering beaten paths to their next destination. The world beyond the walls is dangerous, and those that can afford it hire additional manpower to tackle any threats on the road.

Caravan security is great narrative way for an adventuring party to reach their destination, without the need for an extensive hexcrawl map, while making a small amount of spending money on the job. These journeys can be as detailed or vague as the GM needs, peppered with random encounters and combat scenarios or quick, uneventful trips.

Below is a roll table of caravaneers, and their motivations for braving the roads.

CARAVANEERS:

1) Corpse Collectors: *Travelling from village to village, buying the dead to sell to the zombie necropolises for a premium. Known for sometimes "creating" corpses.*

2) Actors Troupe*: Mummers, minstrels and sexjesters, travelling from town to town to put on their show. Defenceless, but known to shag their way out of trouble.*

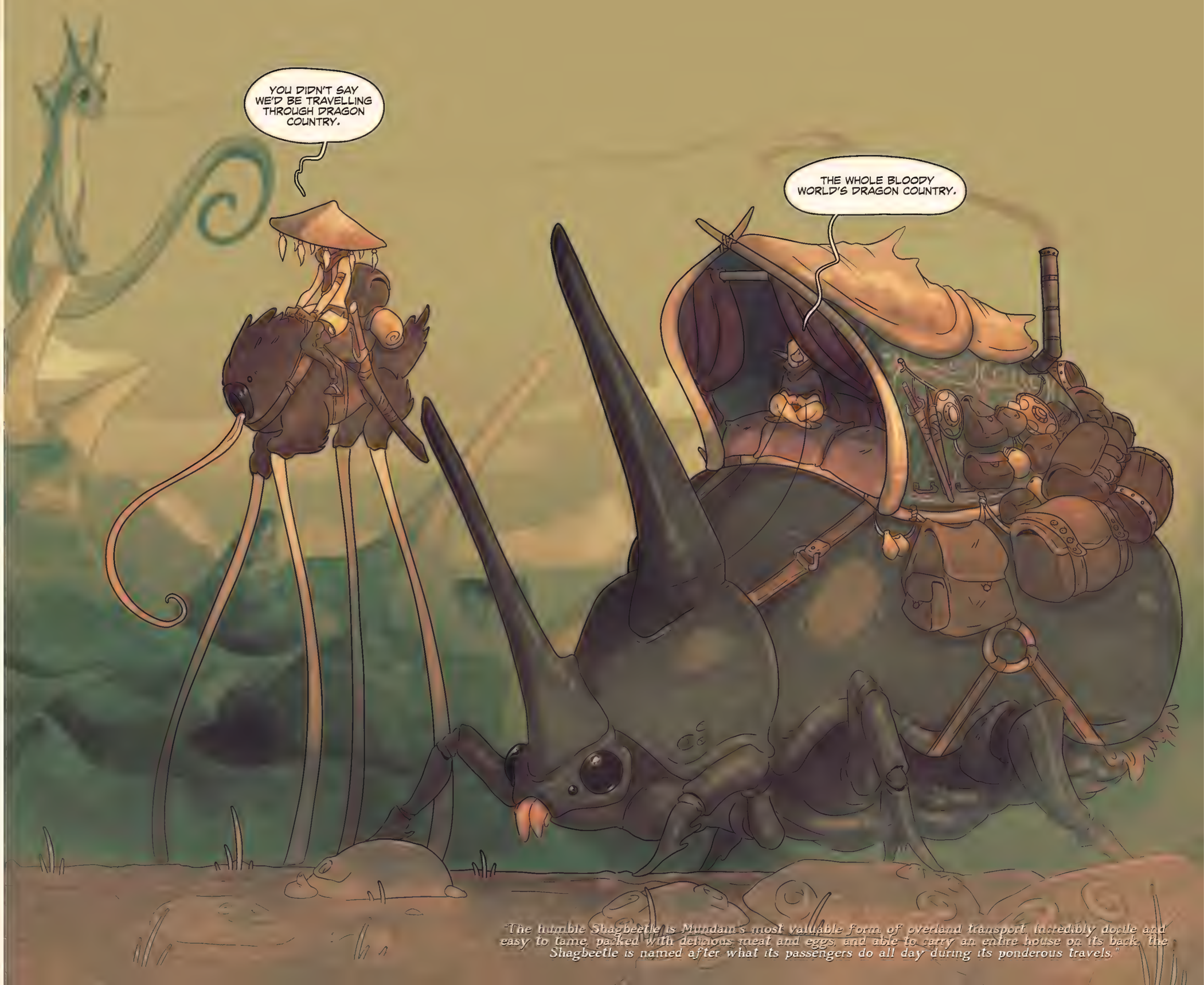
3) Temple Lecturers: *Roaming the world, teaching ethics, algebra, healing magic and mathematics. Often accompanied by an incredibly grouchy paladin.*

4) Traders: *Buying raw goods like wheat, sugar, ore, silks, spices, and meat to be sold in towns and cities for a profit. The wealthiest caravaneers, but the most vulnerable to bandits and monsters.*

5) Postal Couriers: *Any message or parcel too long or heavy for a Sapiavian to carry must be transported by land. Pilgrim merchandise, fine clothing, anything that needs to get somewhere directly.*

6) Farm Wizards: *Creating dairygirls, boosting crop yields, mending injuries and moving on. A rustic bunch, only knowing enough magic to be useful to village folk.*

Remember: *Giving the opportunity to get side-tracked, passing by imperial ruins, bandit camps or small conflicts breathes life into the world, but can require a lot of improvising. Pre-prepare optional excursions, or keep the journey as uneventful as you feel comfortable with.*



"The humble Shagbeetle is Mundain's most valuable form of overland transport, incredibly docile and easy to tame, packed with delicious meat and eggs, and able to carry an entire house on its back. The Shagbeetle is named after what its passengers do all day during its ponderous travels."

Legend:

Cities:- *The largest population centres in Mundain, requiring a city map similar to the one found in the Civilisation chapter.*

Large Towns:- *Large settlements with most, but not all, of what an adventurer needs on their journey.*

Unnamed Settlements:- *Settlements not found on the Mundain Pointcrawl map, of varying sizes and populations. Requires the Settlement Generator to create.*

Halfway Houses:- *Fortified inns, brothels and bathhouses for travellers to safely rejuvenate and restock their supplies.*

Farmland:- *Stock up on food, water, booze and milk. Often attacked by monsters.*

Mines:- *Vast underground systems, usually paying well to clear out monsters and feral zombies.*

Imperial Ruins:- *Ancient dungeons, often co-opted by bandits, zombies and monsters. Large amounts of treasure, great practice for dungeon crawling.*

Dragons Lair:- *Nesting places of dragons, housing their treasure hoards and captured damsels. Dragons vary wildly in size and deadliness.*

Bandit Camps:- *The outposts and bases of bad guys and ne'erdowells. Usually near trade roads to ambush caravaneers.*

Wizard Towers:- *Usually a place to learn magic spells, occasionally a den of dark thaumaturgical experiments. Be wary.*

Shrines:- *Congregations of Pilgrims worshipping celebrities, social leaders, and pioneers.*

Mysterious Monster Dens:- *Local territories for roll table created monsters.*

Fae Domain:- *The domains and dungeons of strange Fae, wildlings and warlocks. Not for the faint-hearted.*

Port:- *Hubs for sea-faring travel, for travellers,traders and their security. Often assailed by pirates on their journey.*

Oasis:- *Found in desert areas, used as a way to restock water. Often has centaur sherpas and traders to buy extra goods.*

Trade Routes:- *Well trodden roads, faster than travelling through the wilderness. Used by travellers and traders, but still dangerous.*

One Hex *= 6 Miles.*

Trade Routes	*= 3 Hours*
Plains	*= 4 Hours*
Forests & Swamps	*= 6 Hours*
Deserts	*= 8 Hours*
Small Mountains	*= 12 Hours*
Large Mountains	*= 24 Hours*

HEXCRAWL MAPS

Hexcrawl maps allow parties to freely explore a zoomed-in portion of the world, making their own decisions on where to go and what to do, requiring tactical decision-making and resource management, while allowing experienced GMs to create a sprawling, complex adventure.

The hexcrawl map to the left provides a more narrow, semi-guided hexcrawl of Eastern Buggr and Uanorl, easing in newer GMs and players into exploration, on-the-fly improvising and roll tables, while more experienced GMs are welcome to use any tools and software they're familiar with to delve into a part of Mundain they wish to replicate.

Hexcrawl maps are best shared among players, allowing them to peruse and confer when deciding where to travel, so its a good idea to make them relatively printer-friendly, if you're playing in person.

GAMEMASTER TIPS:-

- One of the primary considerations of travelling the wilds is food and water, especially the further from civilisation the party gets. Hopping from settlement to settlement allows the party to keep their resources topped off, and become embroiled in local politics and intrigue.

- Random Encounters add variety to long stretches of travel, and buying mounts allows the party to avoid random encounters simply by riding past. At your discretion, fill every two or three empty or terrain tiles with random encounters to keep the world feeling alive.

- Out of date or slightly inaccurate maps are a way of immersing the party and keeping the explorative tension high. Of course, cities and terrain are likely to stay the same, but there are plenty of opportunities to tell small stories simply through recent changes in an old map.

- Farmland being burned to ashes and abandoned forces the party to consider where to stock up on rations.

- Bandit camps packing up and moving to a new location adds tension by making their whereabouts unknown.

- Monster dens having already been cleared out by another band of adventurers, possibly creating a rivalry.

- Fae Demenses expanding their territory could catch the party unawares, forcing them to retreat from an unexpected combat encounter.

- The rest of this chapter is filled with tools and tables to fill hexcrawl maps with settlements, situations and encounters, so keep this chapter handy when exploring the world.



SETTLEMENT GENERATOR

Mundain is peppered with unmapped pockets of civilisation, from lonely hamlets to bustling towns, all with their own strange secrets and systems of governance. Hopping from settlement to settlement to keep supplies topped up is a good way for an adventuring party to find themselves embroiled in a side quest.

Creating settlements on the fly can require a lot of improvisational skills and quick thinking, with multiple NPCs and potential plot hooks your players might want to investigate. If you're less confident with these abilities, it's a good idea to preprepare a settlement or two, making sure to highlight notable NPCs, plot hooks and locations to your players.

The tables on the next few pages will help to create an interesting, unique settlement for your players to visit. Consider making nothing larger than a village for on-the-fly generating.

GOVERNANCE:-

***1:-** A family of Vampires use the villagers as their personal blood banquets. Everyone here is woozy and anemic, but at least the monsters are kept at bay.*

***2:-** A council of guild tradesmen congregate to make decisions in the interests of the people. Or at least their people.*

***3:-** A Great House has made this settlement their headquarters. Almost every villager begrudgingly works for the House, who take a cut from any businesses.*

***4:-** A Dragon has claimed ownership of the settlement, declaring every villager either a damsel or a servant to them. The servants are jealous of the damsels.*

***5:-** The villagers pay tribute to a Fae, and perform exotic occult rituals in the settlement's main square. Clothing here seems discouraged.*

***6:-** A former local hero has taken up the role of governor. Initially beloved, they've turned callous and cruel with the newfound power.*

***7:-** The entire settlement is made up of blood cult members, though not all are allied to the same cult. Every villager wears a red hooded robe.*

***8:-** A witch coven has reluctantly taken a leadership role here. Misbehaviour is punished with strange curses and transformations.*

***9:-** Representative members of each family meet in the largest tavern to vote on decisions that need to be made. Like all attempts at democracy, idiots seem to have the most influence.*

***10:-** A temple priest or priestess has been elevated to act as the voice of the settlement, their temple acting as both an educational facility and a town hall.*

***11:-** A mermaid, carted around in a wheelbarrow, acts as the settlement's leader. The populace has a high number of pirates and mermaids among them.*

***12:-** A goblin, sporting an ancient gold crown, has declared themselves king of the settlement, regardless of their gender. Their ideas have surprisingly made the community flourish, so no one is opposed to the idea.*

SIZE & MAJORITY KIN:- (d6, d12)

1:- Dwelling (1 location)

2:- Hamlet (3 locations)

3:- Village (6 locations)

4:- Small Town (10 locations)

5:- Large Town (20 locations)

6:- City (40+ locations)

1) Goblins
2) Dragonkin
3) Elves
4) Humans
5) Orcs
6) Dwarfs
7) Centaurs
8) Satyrs
9) Dwellers
10) Relmers
11) Alloyans
12) Otherlings

LOCATIONS:- (d100 x Size)

1) Rolling Farmland
2) Smithy
3) Brothel
4) Grumblebee Keepers
5) Waxworks
6) Sawmill
7) Tannery
8) Stables
9) Tavern
10) Beefbug Caves
11) Hot Springs
12) Cult Hideout
13) Carpenter's Shop
14) Mine
15) Market
16) Pet Shop
17) Undead Mausoleum
18) General Store
19) Tailors
20) Inn
21) Bounty Board
22) Cobblers
23) Nymph Hostel
24) Bathhouse
25) Gambling Den
26) Music Store
27) Barbers
28) Jewellers
29) Jadecoin Mint
30) Alchemist Lab
31) Thieves Guild Outpost
32) Assassins Outpost
33) Public Theatre Stage
34) Artist Studio
35) Temple
36) Confectioners
37) Garden Gnome Hire
38) Hunting Grounds
39) Post Office
40) Gladiator Arena
41) Fat Renderers
42) Harlots Guild
43) Sapiavian Aviary
44) Town Wizard
45) Mimic Breeders
46) Smuggling Den
47) Loansharks Office
48) Boarding House
49) Perfumers
50) Papermakers
51) Crematorium
52) Butchers
53) Bakery
54) Kraken Nursery
55) Rice Paddies
56) Mercenaries Guild
57) Textile Works
58) Fortunetellers
59) Stonemasons
60) Insurance Healers
61) Sewers
62) Pilgrimage Shrine
63) Witch Coven
64) Grimoire Library
65) Distillery
66) Healing Hospital
67) Wineyard
68) Vampire Tower
69) Orgy Den
70) Dairygirl Ranch
71) Tattoo Parlour
72) Piercing Parlour
73) Massage Parlour
74) Locksmith
75) Armourers
76) Glassblowers
77) Astronomy Tower
78) Dyers
79) Crapdragon Aviary
80) Stinkleaf Growers
81) Hot Dog Trainers
82) Magic Mirror Maker
83) Public Library
84) Saddlemakers
85) Bathhouse Attendant
86) Bulletin Board
87) Cheesemakers
88) Pirates Lodge
89) Lighthouse
90) Fae-Hunters Lodge
91) Fungus Farm
92) Stablemaster
93) Bus Stop
94) Magic Staff Store
95) Goblin Street
96) Pornographers
97) Child Daycare
98) Cartographers
99) Tea Room
100) Whiffsniff Den

NOTABLE FEATURE:- (d50)

1:- Bustling market in the centre of town.
2:- Dead tree with hanged corpses.
3:- Stone fortified walls with a large wooden gate.
4:- Suspicious number of bearded Dwarfs.
5:- Chains and shackles on every wall.
6:- Undead and ghosts walk the streets.
7:- Multiple houses have burned down.
8:- A strange lighthouse in the main square.
9:- Walls graffitied with strange symbols.
10:- Buildings orbit a huge central hot spring.
11:- Trogre skulls above every doorway.
12:- A collapsed wyrdwood tree edges the settlement.
13:- Splatcats patrol the streets.
14:- High number of bards, all looking exhausted.
15:- Only women on the streets.
16:- An ornate fountain in the main square, destroyed.
17:- Every home is painted red.
18:- Missing posters on every wall.
19:- Dragon bones hold up market stall tarpaulins.
20:- Offerings are left at a wooden shrine.
21:- Branch Dancers practice on the rooftops to music.
22:- A huge unused arena repurposed as housing.
23:- Black Crapdragons on every rooftop.
24:- A sword graveyard on an overlooking hill.
25:- Everyone ranges from chubby to very fat.
26:- Candles cover every window sill and doorway.
27:- Rotting paintings of a woman, crossed out in red.
28:- Public sex is rife. Floral smell in the air.
29:- Beggers in fine clothes throughout the settlement.
30:- Built around an imperial ruin.
31:- Everyone here has the same tattoo.
32:- Books are being burned in the main square.
33:- Pornographic murals all feature the same 3 people.
34:- Ominous drums sound at midnight.
35:- Only adult men allowed outside.
36:- Strong stinkleaf smog throughout the streets.
37:- Everyone has a pet Hot Dog.
38:- A trough of wine runs down the main street.
39:- An angry paladin teaches critical thinking skills.
40:- A huge shrine to a local hero in the central square.
41:- Treasure mimics roam the streets.
42:- Everyone is wearing bloodied bandages.
43:- Bones of kin deep in the mud, everywhere.
44:- Suspiciously high amount of clowns and sexjesters.
45:- A local book club reads magical grimoires.
46:- Everyone here is female, or female with a penis.
47:- Secret passages connect every home together.
48:- Everyone wears strange, smiling masks.
49:- Magic seems particularly volatile here.
50:- Men oil up and wrestle in the square, hourly.

WEIRD HAPPENINGS:- (d50)

1:- A new trade route bypasses the settlement, making trade dwindle and the people impoverished.

2:- Children have been going missing, but only one person seems to notice.

3:- A house on the hill has been avoided for decades, folks claim it's haunted.

4:- Two families are in a generation-spanning feud, everyone else is on one side or the other.

5:- The people here roll cheese down a hill and chase it. Whoever catches the cheese gets a prize. The prize is not a cheese.

6:- A shagbeetle, decorated in candles, paintings, baubles and figurines wanders the streets.

7:- Patrols of villagers shamble through the streets of an evening, bearing torches and pitchforks.

8:- A wizard is polymorphing folks into self-aware sex toys.

9:- Every home has a magic mirror, all to the same place.

10:- A wealthy out-of-towner is trying to buy the whole settlement, but facing opposition from those in power.

11:- A creepy fae is said to peer through peoples windows at night, but no one has seen it from the outside.

12:- A wall in someone's cellar has collapsed, revealing a huge, undiscovered dungeon. Music emanates from the oppressive darkness.

13:- A strange curse plagues the settlement, but children are immune to the effects.

14:- The portraits throughout town seem to show people trying to escape the picture frames.

15:- A witch on the hill is said to have made their house out of shortbread and confectionaries.

16:- Every so often a person collapses in orgasmic pleasure, as if they'd had days of sex in the blink of an eye.

17:- Gnomes march through the streets in formation, equipped with brutal garden-made weaponry.

18:- Everyone's feet are encased in glass slippers, desperately trying to smash them off.

19:- Bandits harass the borders of the settlement, driving away trade and abducting damsels.

19:- Two teenagers from rival families have fallen in love, and are planning something incredibly stupid.

20:- An Alloyan with black hair and her seven Dwarven henchmen are planning to takeover the settlement.

21:- A savoury pie shop next to a barbers has everyone worried, when someone finds a tattoo in their sausage roll.

22:- An incredibly frustrated Giant has been using villagers as sex toys.

23:- A little girl in a red cloak uses a werewolf as her personal assassin.

24:- A Sapiavian recites the last words of their dead owner, over and over again.

25:- Constant fog and rainfall have their origin at a very depressed wizard's tower.

26:- Of an evening, everyone trudges to the local tavern, but there's a password required to get in.

27:- The settlement is shrouded in magical darkness, yet everyone goes about their day without any light sources.

28:- Juvenile dragons harass the edges of the settlement, stealing food, valuables, and damsels.

29:- A huge magical library lies abandoned, allegedly bottomless in depth, and filled with conjured monsters.

30:- Villagers are being replaced with nymphs, who seem to be attempting to imitate those they replace.

31:- A Whendi has set up a burger stall in the settlement, drawing gourmands for miles around.

32:- An undead necropolis has started a new line of merchandise, centred around a local nobody.

33:- Everyone complains of each others actions in their dreams, as if they were all in a strange dream realm.

34:- A new fragrance is said to drive those that smell it insatiably horny.

35:- Strange wards smeared in blood are painted on every window, except the largest house.

36:- Every building is half built, labourers and masons are nowhere to be seen.

37:- The local temple is teaching lectures that sound suspiciously religious.

38:- An elven branch dancer is showered with gifts and praise wherever he walks, much to his annoyance.

39:- An undead printing line is attempting to create something called a "newspaper". A zombie "journalist" harasses everyone they can find.

40:- A blind woodworker whittles events that always come to pass. His latest carving spells doom for the settlement.

41:- A splatcat stares at an abandoned building, arching its back in a threatened posture whenever the wind blows.

42:- A local festival has everyone wearing white gowns and floral wreaths. A fair maiden is terrified.

43:- A woman with golden locks of hair is on trial for breaking into the home of a masculine polycule.

44:- A strange man in old armour and riding a Waddledog is seen jousting windmills and claiming to be a knight.

45:- A warlock of The Jovial Fellow owns the local tavern, giving out strange beer, sausages and pies for free.

46:- A swamp nymph crawls out of a well and in through windows to terrorise and/or molest people.

47:- An undead mausoleum is discovered in someone's cellar, but all the zombies are feral.

48:- Bandits are desperately seeking shelter in the settlement, claiming something is after them..

49:- A Roadwarden and her Waddledog collapses in the market, dead but with no sign of injury.

50:- A suspicious number of frogs are requesting kisses from fair maidens.



HALFWAY HOUSES

Across the trade routes of Mundain are small, defensible coaching inns, purpose-built to allow traders, wanderers and roadwardens to rest their mounts and regroup, swapping stories and describing dangers of the road ahead.

Halfway houses consist of an inn, brothel and bathhouse, allowing adventurers to enjoy the benefits those services provide. Below is a small table of events GMs can roll on upon entering a Halfway House.

EVENTS:-

1:- *Every building is suspiciously empty. Food and drink is plentiful, and the bath water is hot, but there's no one around. Upon checking the tavern's attic, a magic mirror is found.*

2:- *Soaking his bones in the bathhouse is a world-weary old adventurer. He's willing to teach martial skills to the party, in exchange for an hour long massage.*

3:- *At the tavern sits a trader, her backpack bristling with supplies and sundries. She seems to have an entire general store on her back.*

4:- *A paladin is conducting a lecture to an almost comatose traveller. The party will be able to listen to academic or magical lectures, though they take six hours per lecture. Thankfully, they cost nothing.*

5:- *There's enough people here for a bard to put on a performance, and increase their Bard Proficiency. Though the crowd does look exceptionally miserable.*

6:- *The brothelkeeper eyes up the party, and asks if they'd lend a hand as temporary harlots. They promise to pay well, but the party might be at it all night, ending up Dehydrated, Starving and Exhausted after 24 hours on the job.*

7:- *A wizard sits in the corner, chain smoking and poring over an old book. He offers to teach Utility spells for 200j and sell Grimoires for 400j.*

8:- *An shabby Vampire sits at the bar, nursing a cocktail and scratching her itchy forearm scars. She's willing to teach Blood Spells and Rituals for 300j, or a belly full of blood. Whoever gets their neck drained gains a Vice, she's quite bad at finding the vein.*

9:- *(d6) Beastmen are holding the bar and brothel staff hostage! You'll need to kill them to access any services, but everything's on the house for the new heroes.*

10:- *One of the sexworkers here is a local legend. Sex with them will reduce your refractory period by 15 minutes, to a minimum of 15 minutes. Though the entire Halfway House will hear your moans and groans, and you'll gain a Vice from the embarrassment.*

11:- *A scion of a Great House is nestled in the corner. He says he was abandoned by his escorts for being "annoying". If you're willing to take him to the nearest city, he'll reward you greatly.*

12:- *A trader draws a small crowd talking about a new gang of bandits and their camp. He's willing to mark it on your map. A Roadwarden gets up and leaves upon the trader showing you where it is.*



FARM LAND

Rolling hills of turnips and cabbage, towering windmills, labyrinthine beefbug caves, dairygirl milking sheds, fingerlickin abattoirs, waddledog ploughs and slugraptor ranches. Without the traditional livestock of other worlds, Mundainians have nevertheless cultivated a varied and hardy diet thanks to its farming peasantry. Though in places where food can be found, so too can monsters.

Farmland can be visited to restock rations and water supplies, but prices can vary from those found in towns and cities.

For reference: *1 Ration: 3j*
1 Water: 5j
1 Milk: 15j

When the party enters a Farmland hex, roll on the Recent Events table below and adjust the prices. Farmers can't reward much more than food, water and milk. Keep that in mind when performing deeds for farmers.

RECENT EVENTS:-

1:- *The farm is a smouldering ruin. The farmers family counts their pennies and prays to T'hot for a caravan, hoping for a new life in the city, away from the cruel whims of the dragon that ruined their lives. (Rations, Water & Milk Unavailable.)*

2:- *Withered crops, rotting carcasses. In the farmhouse and the milking shed, dead, decaying bodies. Monsters, or murder. (Rations, Water & Milk Unavailable.)*

3:- *The farm is ravaged. Trogres shredded crops and livestock and made off with the dairygirls. They can't have gotten far. (Prices: X 5. Milk Unavailable.)*

4:- *A plagued harvest. What scant crops have been saved from blackrot are hoarded in the farmhouse pantry. They're selling high to buy food. (Prices X 4)*

5:- *A lone farmer laments the abduction of his family by a gang of bandits. Dairygirls desperately tend the farm as much as they can. (Prices X 3)*

6:- *A sudden death in the family, without the money to pay for a zombie retirement, has the farm charging double. (Prices X 2)*

7 / 8 / 9:- *An uneventful harvest is a good harvest. (Prices X 1)*

10:- *A bountiful harvest has the dairygirls eating exceptionally well, and the farmer offers a free milk to every party member that buys something. (Prices X 1)*

Milk

A quality investment for any that can afford to feed them. many a farmer has paid a travelling wizard to turn a layabout son or flat-chested daughter into a dairygirl.

The process requires a complete reworking of the digestive system. andany food in the stomach can cause the spell to fail, creating simply a person with strange ears, a thin tail and huge breasts.

Which might explain why farms are such a popular tourist attraction.

A serving of milk costs 15j, hydrates the imbiber for the day, and gives them +1 Brawn for 24 hours.

Consider turning a Human, Elf, Alloyan or Relmer into a Dairygirl using a Dairyfication Grimoire. Remember that they'll be unable to wear Full or Fitted Armour.

For obvious reasons.



Mines

In the First Era, as more and more gained mastery over magic, the notion of formation warfare became untenable as thousands of slave soldiers would burn at the hands of a single court pyromancer. In response, the invention of tunnel-and-dungeon tactics were implemented, with entire armies digging and fortifying convoluted, winding passages, attempting to intercept enemy forces underground while ensuring that any spellcasters would cause too much collateral damage to be used effectively.

While cataclysmic mage-on-mage battles raged above, devastating ecosystems and populations, untold millions died in the hastily constructed labyrinths below.

In modern times, the undead populate the halls of most of these terrible excavations, but some have been cut off from the larger network, and are now host to all manner of ancient creations, both in terms of Imperial treasures, and terrifying monsters.

Mines are an opportunity to pre-prepare or create on-the-fly dungeons for the party to explore. Unlike Imperial Ruins, Mines are rarely utilised by living people. Instead, they are used as dwellings for Mysterious Monsters and Fae. As such, they are more likely to have ancient treasures, magic items and armed traps and puzzles, but much less likely to have food, water, light sources or potential allies inside. Consider these facts when creating a Mine.

Mines can be affected by harsh weather conditions, depending on their surrounding biome. Check the Weather page for more details, and cross-reference with the table below to see the effects of extreme weather.

Heavy Rain:- *The mine is filled to the dweller-waist in water, and every step from taller kin causes a rolling splash. Tall kin will find it hard to stealth in this mine, but any monsters will also make plenty of noise.*

Heavy Snowfall:- *The mine's entrance is steadily filling with thick snow. For every hour that the party spends in the mine, they'll need to spend an hour digging out any buried exit.*

Thick Fog:- *The fog has creeped deep into the mine. In the first three rooms of the mine, the party has a difficult time seeing where they're going, making stumbling into traps easy and finding doors difficult.*

Extreme Heat:- *The mine is somehow trapping and amplifying the outside heat, making the walls hot to the touch and the humidity unbearable. The party loses 1 Exertion every 2 hours they spend in the mine, and gain a Vice when their Exertion hits zero.*



IMPERIAL RUINS

Relics of the Imperial Era, vast towers magically moulded from molten rock pepper the Mundainian landscape, their bizarre, esoteric designs bely the unfathomable cruelty that occurred in the depths within. In modern times, they are often repurposed as trading hubs and grain silos, or if the morally uncouth claim them, as bandit camps, blood cult hideouts, and dwellings for monsters, fae, and feral zombies.

It's a good idea to preprepare a couple of dungeons before your session, especially if you're running a more narrative-driven campaign, as it creates opportunities to form an interconnected narrative.

If your party is simply travelling the world looking for treasure however, using on-the-fly dungeon generator tools works well for small side-quests and distractions. Below is a number of themes you can use while generating your dungeon to create a unique atmosphere.

AT FIRST GLANCE:-	BUT DEEPER:-
1:- *The entrance is drenched in blood, viscera and shredded corpses.*	***1:-*** *A terrible monster is feasting on corpses in the main hall.*
2:- *A single bandit is clutching their side, bleeding out and gasping for air.*	***2:-*** *A strange fae is hosting a hypnotic orgy of kin and nymphs.*
3:- *An adventuring party is picking through corpses and counting coins.*	***3:-*** *A blood cult is performing dark rituals in the upper atrium.*
4:- *A wounded Slugraptor limps out of the darkness with a broken saddle.*	***4:-*** *Feral zombies, packed shoulder to shoulder, burst out of double doors.*
5:- *A lone damsel is covered in blood, hyperventilating and holding a knife.*	***5:-*** *A group of bandits is gambling on a hot dog fighting pit.*
6:- *Missing villagers are caged and cuffed in rusty metal shackles.*	***6:-*** *A dragon has made its hoard on the highest floor.*
7:- *Streamers, gift wrapping and half eaten cake all over the floor.*	***7:-*** *A trio of trogres are trading blows over the best way to eat a Dweller.*
8:- *A strange ritual circle is drawn in chalk, through splatters of blood.*	***8:-*** *A horrifying celestial is emerging from a portal, summoned by cultists.*
9:- *Ethereal music is being played through brass pipes in the ceiling.*	***9:-*** *Wildlings are worshipping a fae, draped over a throne of wood and bone.*
10:- *The entrance is waist deep in mimic eggs, encased in painted resin.*	***10:-*** *Feral Goblins wearing strangely expensive clothing crowd the top floor.*
11:- *A man in a strange hat is having a tea party with restrained feral zombies.*	***11:-*** *A herd of beastfolk do battle with zombie warriors, fighting to the death.*
12:- *The entrance requires climbing up an incredibly angry damsel's hair.*	***12:-*** *A mad wizard is performing strange experiments on abductees.*



DRAGON LAIRS

Every dragon is compelled to have two things: a hoard of gold and a damsel in distress. The only thing more fun for a dragon than amassing treasure is protecting it, and if the immense wealth doesn't tempt adventurers to try their luck, capturing and keeping a hostage will.

Dragon lairs range from simple caves and cliff sides to immense golden palaces and stolen towns. The wealth of the dragon is dependant on their age; younger dragons have smaller hoards. Their damsels, however, are entirely random, plucked from civilisation based on superficial traits.

Dragons very rarely work together, most lairs have a single dragon in them. Use the NPC generator to create a damsel, (any gender works) then use the table below to gauge the dragon's wealth and damsel's situation. Dragons can be randomly generated using the table in the Men & Monsters chapter of the book.

THE HOARD:-

Infant:- *1d100 jade.*

Juvenile:- *2d100 jade, 1 Loot Table rolls*

Young Adult:- *4d100 jade, 4 Loot Table rolls*

Adult:- *6d100 jade, 6 Loot Table rolls*

Elder:- *8d100 jade, 8 Loot Table rolls*

Ancient:- *10d100 jade, 10 Loot Table rolls*

THE DAMSEL:-

Roll a d6 to determine the damsel's personal situation.

1) *They're madly in love with their dragon captor! (Hostile, reroll for a reward tier if you manage to subdue them)*

2) *They're of absolutely no importance to anyone. (No reward)*

3) *They're a relative of a local family. (1d100j reward)*

4) *They're a missing member of a trade caravan. (2d100j reward)*

5) *They're a relative of a local guildmaster. (4d100j reward)*

6) *They're a scion of a Great House! (6d100j reward)*

Remember:- *Damsels will have to be escorted home, which requires food and water for the duration of the journey. Of course, if they're unimportant, one could just leave them at the nearest settlement, if they choose to escort them at all.*

Damsels make for an excellent plot hook, as they can have information or relationships with a place or person the party has yet to investigate.



BANDIT CAMPS

Far from the ragged yurts and rudimentary trip alarms of common roadmuggers, bandit camps are fortified with palisades, gates and archerwalks, and equipped with water wells, smithies, longhouses and stables. This is not to say that they aren't mobile; an entire outpost can stow away on a shagbeetle's carapace and erected again in less than a day, but bandit camps are home to organised, ambitious groups of cutthroats, not shivvers and purse-snatchers.

That said, every bandit camp is erected in a hurry, and staffed with those that would rather be enjoying their spoils than protecting them. A smart adventuring party will find a gap in the defences to exploit, rather than rushing to their deaths.

Bandit camps are walled settlements (d6) small buildings and (2d6-4d6) Ne'erdowells inside. Every Bandit Camp has a Weakness that the party can exploit to gain access into the camp, which can be rolled on the table below.

CAMP WEAKNESSES:-

1:- Sewage Sluice: *An oozing river of putrescence seeps from a carving in the palisade, acting as a rudimentary sewage drain. Sneaking in this way causes the Filthy status effect, and gives a Vice.*

2:- Dopey Sentry: *The archer on lookout has the dead-eyed, oafish stare of the complete idiot. Convincing them to let you in shouldn't be too hard, but anyone with their head on straight will be immediately hostile.*

3:- Loud Argument: *The entire camp's attention is turned to a brawl in the centre courtyard, allowing the party to climb over the palisade unnoticed.*

4:- Open Gate: *Some simpleton left the camp's gate slightly ajar, allowing the party to wander in. However, sneaking beyond the main entryway without being spotted is going to be difficult.*

5:- Wobbling Stake: *A single log in the wall has been poorly mounted, and a strong push can create enough room for the party to squeeze in one by one, as long as the coast is clear.*

6:- Dry Wood: *The bandits have forgotten to moisten their palisade, and the dry logs need only a good flame to set ablaze. It wont kill anyone inside, but the panic will be easy to take advantage of.*

7:- Convenient Hill: *The camp uses a steep hill as a back wall, saving time on construction but allowing the party to climb down from above.*

8:- Drunken Revelry: *The camp is awash with drink, dancing and sex, the bandits enjoying their latest take. It should be easy to pass off as fellow connivers, or wait until night to start slitting throats.*



WIZARD TOWERS

The vast majority of wizards are simply drunken, chain-smoking nerds looking to finance their vices with thaumaturgical and cosmetological services. But occasionally, one gets the idea that magical experimentation is hindered by basic morality, and becomes a problem only solved with entrepreneurial violence.

Most Wizard Towers offer the same services one can find in the city; the purchasing of potions, the teaching of spells, etc. But when a wizard goes rogue, their towers become filled with magically mutated monsters and captured villagers desperate to escape. Use the table below to mutate any monster or kin to create frightening abominations, should you decide this Wizard Tower is a dungeon to be conquered.

MAGICAL MUTATIONS:-

1) Brimming with eyeballs:
Basic Attacks inflict the Terrified status.

2) Freakish Strength:
Double attack dice for Basic Attacks and Combat Specials.

3) Toxic Pustules:
Combat Special: Poison Pus. A ranged attack that deals 2d6 and causes 2 stacks of Poison.

4) Grotesquely Enormous:
Double the amount of Life.

5) Vestigial Arms:
Gains a secondary Combat Action, dealing half damage or half special effect.

6) Rotting Flesh:
Melee attacks towards this target recieve one stack of Poison.

7) Vicious Barbs:
Melee attacks towards this target recieve 1 Damage, ignoring armour.

8) Spare Legs:
Movement does not require a Tactical Action.

9) Revolting Carapace:
+2 Armour.

10) Endlessly Spewing Bugs:
The area around this target is the Bug Swarm Difficult Terrain.

11) Eerily Floating:
Does not recieve Opportunity Attacks when moving between targets.

12) Hideous Taunting Mouth:
Any Combat Specials inflict the Berserk status.

13) Dripping with Mucus:
Immune to the Burning status.

14) Exceedingly Vascular:
Basic Attacks deal an additional d6 damage.

15) Orbic Receptors:
Can roll for d4 Death Magic spells and 2d4 Spell Uses.

16) Random Spidery Appendages:
Adds +1 Tactical Action.

17) Frighteningly Gaunt:
Gains Rapid Initiative.

18) Pheremonal Valves:
Can use the Charm spell as a Combat Action.

19) Stray Tentacles:
Can Restrain a target using a Tactical Action.

20) Multiple Heads:
Can dodge one attack using any remaining Tactical Actions, once per turn.



"I wouldn't say I'm 'obsessed' with Petki Krankin. Sure, I've been to forty seven of her shows, I've got her trading cards, her book of poetry, her official perfume censur, all of her triptychs, a sword from her first sponsor, most of her sex tapestries, her body pillow, and the severed hand of the first guy to cup a bun on stage, as well as all the receipts to prove authenticity, but, y'know, I'm more of a casual well-wisher."

Without a religion to keep them busy, the more fanatically inclined turned to worship of celebrities and the old heroes. Preferring to be known as Pilgrims, these idiots travel hundreds of miles to congregate at the shrines to their idols, adorned in moderately alarming merchandise and red-wax receipts proving their authenticity.

With how well travelled they are, Pilgrims might be very useful sources of rumours and information, if you can get them to shut up. Shrines have Inns in the immediate vicinity, allowing Pilgrims to rest up, recuperate, and fight anyone who claims to be a bigger fan.

Shrines:

(Below is a list of Shrines the party may come across on their travels as well as some details about the immortalised individual the Shrine is dedicated to.)

***1) HORNY GRAEG SORESKIN:**- Father of the Dweller and Alloyan races, inventor of the Thumbs Up. Revered by Topsider Dwarfs, as well as Dwellers and Alloyans. Hated by Traditionalist Dwarfs. (Deceased)*

***2) PERKI KRANKIN:**- Alloyan Bard, considered the best living singer in the world. Noted for her pink hair and accompaniment of faeries. (Living, Immortal)*

***3) SOHGUDATSHAGIN:**- Ancient Longbod Dragon, known for turning his palace of gold into a den of unbridled hedonism. Has very fun Pilgrims. (Living)*

***4) RED FOOT OHGA:**- A Giant of the Pearl Mountain, known for kicking people off her mountain with incredible force. It's very funny to watch. (Living)*

***5) ALARIELLIA:**- Mother of the Relmer race. It's theorised her bad eyesight led her to copulating with a human accidentally, a trait the entire race seems to have inherited. (Deceased)*

***6) OREN OAFKIN:**- Dwarven inventor of the "Dig Up, Stupid" method of prospecting, which led to the discovery of the new world. Considered the catalyst of the uprising that led to the end of the Imperial Age. (Deceased)*

***7) YU'RAN:**- Dragonkin that swung the final axe of the uprising, putting an end to the imperial axe. His pointy executioners hood influences most wizard hats and travelling hoods to this day. (Deceased)*

***8) FORK THE ORC:**- The greatest poet to have ever existed. Orcish poetry is emotionally devastating in its simplicity, but Fork's book "I Miss My Mum" has brought millions to tears. (Deceased)*

***9) SPUDGE:** Goblin philosopher. Kicked to death for being gloomy. (Deceased)*

***10) NUTS:**- Human monster hunter, noted for his iron prosthetic arm, enormous sword, and strange taste in jewellery. Once spent eight years on a boat. (Living)*

***11) KRAGNOK THE IMMORTAL:**- Orcish warrior. (Deceased)*

***12) RAILI ULALIA:**- Relmeran ambassador to the Iron Kingdom, who brokered the trade deal that made spectacles cheap and plentiful. (Living, Immortal)*

***13) GRIPPIT:**- The Goblin that discovered cave mushrooms psychoactive properties, causing feral goblins to self-actualise. A true hero. (Deceased)*

***14) AURIEN UYLIA:**- Relmeran wizard, founded the Unspoken University at Relmer's Reach. Currently developing the Glass Cannon, in an attempt to kill the Moonthings. He's bizarre but determined. (Living, Immortal)*

***15) DEN THE SLEEPY:**- Dweller farmer that domesticated the Fingerlickin, the deliciously zesty dragon and invented the Fingerlickin hutch that let him avoid doing any work for the rest of his life. A hero among Dwellers. (Deceased)*

***16) THE GOOP TROUPE:**- A roaming company of mummers, minstrels, mimic shaggers and sexjesters. Tickets are upwards of 150j each. (Living)*

***17) WANDERIN' DJOEI LONGLEGS:**- Centaur sherpa, the first to set a survivable route across the Red Desert. (Deceased)*

***18) GAZRAK, SON OF KRAGNOK:**- Orcish Warrior. (Very Deceased)*

***19) BANG BANG BYL:**- Satyr alchemist, invented fireworks, and an effective method of turning oneself into convenient pieces for zombies. (Deceased)*

***20) MAD DJAK SKELETON**- Undead, brokered the peace agreement between the surface and the underworld. Popular with zombies. (Dead Again)*

***21) DINGUS THE CRAP:**- Human wizard, considered the worst in the world. Accidentally created several of the most useless spells ever written. Pilgrims are known to write "wyzerd" on their hats, in solidarity. (Deceased)*

***22) ULANAIA:**- Elven alchemist, inventor of slugrubber, used on boot soles, pipe washers, balloons, clothing and sex toys. Beloved. (Deceased)*

***23) BREWY:**- Satyr Sewer Knight, with over 30 confirmed Shiyt kills. Considered a champion of the working class. Guy smells awful. (Living)*

***24) THROB LONGCOCK:**- Human wizard, largely unremarkable. (Living)*

***25) NERDI THINKER:**- Otherling scholar. Discoverer of "Nerdi-ness", a series of symptoms that result in strange hobbies and fixations at the cost of decreased social ability. Her book "Are you Nerdi?" is on practically every shelf in Relmer's Reach, and allowed her to buy her immortality. (Living, Immortal)*

***26) GORT:**- Orc Farmer, known for saving the lives of a human family by traversing a Sorcerer's Tower alone and murdering the bastard that lived there. (Living)*

***27) WED WHONDA:**- Dweller barbarian with a prominent lisp. Standing at a mountainous 3 foot 8, her bright red hair and huge axe are a sight to behold. A hero to everyone except Dwellers, who can't imagine working so hard. (Living)*

***28) SHAGGA:**- Goblin "travelling romantic." His Pilgrims are fun. (Living)*

***29) ZEG ORGHKIN:**- The first Dwarf to learn Mundainian magic, inventing the beard removal spell. Considered a heretic by traditionalists. (Deceased)*

***30) SULI THE MILK QUEEN:**- Human wizard, inventor of the spell that turns men and women into Dairygirls. Beloved by bakers. Had huge tits. (Deceased)*

***31) RUINOUS WEREGELD:**- Human wizard, inventor of ore transmutation. Built the gold palaces of the dragons, and irrevocably ruined Mundain's economy. Was entombed in molten gold. (Deceased)*

***32) PEBBLE ANKIN:**- Alloyan merchant, brokered the trade deal that had the Iron Kingdom create hot water rooms and sewer systems for the topsiders, as a means of combating the diseases rife throughout Shaw'Taazi. (Deceased)*

***33) RENNI PIPER:**- Otherling flautist. Known for playing songs that attract mimics to him, letting urban pest-killers do their work much easier. (Living)*

***34) MISTER SUCK:**- The first Vampire in Mundain. Taught the world the benefits of blood magic, and some incredible techniques for fellatio. (Deceased)*

***35) SHINFIST:**- Goblin martial artist, known for creating a myriad of techniques to overcome any height disadvantages. (Deceased)*

***36) MORROW UR:**- Elven wizard, known for his paradoxical love of Dwarven artefacts and tremendous racism. Died in a volcano. (Deceased)*

***37) EX'TREIDEN THE UNKILLABLE:**- Dragonkin Gladiator. Fell off a ladder. (Deceased)*

***38) YENNI ANKIN:**- Alloyan owner of world-renowned "The Whole Bakery" in Relmer's Reach. Alloyans with exceptionally large backsides are often said to "own the whole bakery". (Living, Immortal)*

***39) THE CIRCUS SOLATE:**- A grand company of acrobats and musicians, known largely for showing up several days behind schedule. (Living)*

***40) SNOOZIE:**- Satyr carpenter, inventor of the Universal Bed, a circular bed that allows centaurs to cuddle -and more importantly shag- bipeds. (Deceased)*

***41) TURIN THE THICK:**- Centaur sherpa, father of the Satyr race. Discovered how accommodating many kin became after The Great Hootenanny. (Deceased)*

***42) KRUNT, SON OF GAZRAK:**- Orcish poet. Much more joyous than Fork the Orc's work, his breakout piece "Gods're Dead. Good." was considered existentially and ecclesiastically uplifting. (Deceased)*

***43) ZENNI SWINGER:**- Otherling swordswoman, known for killing the Ancient Blackhorn Dragon Givusakiz. Also invented partner sharing. (Living, Immortal)*

***44) DEAD RANDY:**- Eponymous character of the fictional comic book series, Dead Randy is a beloved zombie Dweller known for his raunchy and hilarious adventures. Like most books, mass production of his comics is handled by an army of skeletal automata, and the author Zellie D. Partcha comes and goes from the surface world as she pleases. (Fictional)*

***45) SLAM HELLFIST:**- Orc Warrior, the first to bully a sorcerer into immortality. Pilgrims of his are largely orcs, and travel to Sorcerer Country seeking to emulate his prowess with wedgies and wet willies. (Living, Immortal)*

***46) DJEN FISHER:**- Otherling fisherman, the first to successfully remove the Mermaid parasitic fish from a victim's legs. He's a humble hero. (Deceased)*

***47) SOVAS KULA:**- Goblin bard, known worldwide for his third leg. (Living)*

***48) MONA THE ACCOMODATING:**- The first Giant to offer their now widespread taxi service. Currently living in the Twin Cities. (Living, Immortal)*

***49) RELANION LENAIN:**- Relmeran vigilante, he's suspected to have created the now wide-spread Bounty Board system. (Deceased)*

***50) NINKI:**- Despite her efforts to the contrary, the demi-goddess of death has accrued a large following of fans, eager to experience her afterlifes. Her black-clad Pilgrims are known for being mopey or eccentric, having lots of strange tattoos, and dying their hair black. Kind'a hot though. (Living, Demi-God)*



"The Shrine of Horny Graeg Soreskin, the father of the Dweller and Alloyan races, and the inventor of the Thumbs Up. Unknown whether it originated as a joyous recommendation for Dwarves to go to the surface, or as an encouraged act of foreplay with taller races. Horny Graeg's Thumbs Up has come to earn a myriad of silent allusions, including "this is an excellent sausage", "let's get the fuck out of this dungeon", and "thank you for putting your thumb up my butt."



MYSTERIOUS MONSTER DENS

The abominable monsters conjured by loyalist magi of the Imperial Era still roam the wilderness to this day, with many making their roosts in deep dungeons, derelict villages and ancient ruins. usually after a lot of bloodshed and destruction.

Fortunately, these dens can be salvaged and restored, and those that rid these locations of their infestations can - occasionally - benefit and profit from their reestablished roles.

*Mysterious Monster Dens are former mines, dungeons and villages that have been ransacked by monsters. Removing these monsters will - **after (d4) sessions of Downtime** - confer benefits to the heroes that did so. See the table below for ideas, and refer to the Mysterious Monster Table to generate enemies to fill the den.*

THE DEN:-

***1:-** A lush and fertile expansive cave under a crystal clear waterfall.*

(When liberated, the party can return to this Den to refill their water, and can use the Foraging table without rolling, instead choosing what they find.)

***2:-** An abandoned Halfway House, the largest monster nestled in the Bathhouse.*

(When liberated, the Den eventually becomes a Halfway House, which the party can use the services of for free.)

***3:-** An ancient Lighthouse, the largest monster deep in the huge cellar.*

(When liberated, the party can receive a passive income of (d4 x 100) jade every week, so long as the Lighthouse is manned with a Retainer.

***4:-** A former Dragon's Lair, the dragon's corpse still rotting among the untouched treasure. Monsters have overtaken the entire palace.*

(When liberated, the party can roll on the Dragon's Hoard table and subsequent Loot Tables. Any damsels are presumed dead.)

***5:-** A former Fae Domain, the Fae long dead and any Wildlings long scattered.*

(When liberated, the party can commune with any Warlock Patron of their choice and become a Warlock, if they're not one already, or a Paladin.)

***6:-** A small port and fishing village, small monsters gorge on fish in every hut.*

(When liberated, the Den becomes a functional port for Krakenships, and the party gains a significant discount when travelling on a Krakenship.)

***7:-** A wizard's tower, its owner sulking in a nearby settlement or halfway house.*

(When liberated, the owner of the Wizard's Tower offers a significant discount for all spells and services to the party.)

***8:-** A destitute village, the largest monster prowling the market square.*

(The GM can use the Settlement Generator to create a village, and when liberated the party can use any generated facilities free of charge.)

FAE DOMAIN

While so little is understood of the Fae and their alien motives and indiscernible biology, it is known that some will choose to roost in strange places, seemingly out of some unnatural compulsion. The depths of Seedswallow Swamp are filled with powerful specimens, but dotted throughout Mundain are abandoned villages, haunted mines, terrible fortresses and fog-laden plains that host a Fae, occasionally flanked by twisted worshippers begging for magical power.

The Paladin Order rewards a sizeable bounty for any proven death of a Fae, and roving warbands of ill-equipped thugs and fae-hunters often meet their end in this horrific locales. But the mutated magic slowly disappating into the aether after the death of a fae offers another opportunity; the ability to commune with a Fae Patron, and become a powerful Warlock.

Fae Domains are simple dungeons or combat arenas with a Fae at the epicenter. Larger dungeons are often populated with Lesser Fae and Faelings. Below is a table of rewards for clearing a Fae Domain. In addition to a reward, the nearest temple will award a bounty of (d8 x 100) jade to the party.

REWARDS:-

1:- The Fae dies with a terrifying smile on their face, cackling laughter seeps into the crevices of the party's psyche. Every party member gains (d4) Vices each.

2:- The arms and armour of a group of recently slaughtered Fae-Hunters are left on the ground, ready to be claimed.

3:- A small hoard (d6) of Magic Items has been collected, or perhaps conjured, by the Fae.

4:- A nymph matching the geography of the Fae Domain materialises after the battle, eager to join the party as a Strumpet retainer.

5:- A surviving Faeling wishes to join the party as a Retainer, of the party's choice.

6:- Enough Fae magic remains that the party can commune with one Warlock patron of their choice. As many of the party can choose to become Warlocks as they like, but they'll all be Warlocks of the one chosen Patron.





PORTS

Back in the old days, when slavery was rife and manpower was limitless, royal privateers and merchant navies would accrue vast wooden armadas crewed by drunken pyromancers to wage war on the open seas, all the while battling and being dragged asunder by gigantic sea monsters. Until one genius pirate came up with a simple idea.

Why not just ride the sea monsters?

Thanks to modern fishing techniques and a touch of mind-manipulating magic, krakens have been trained to skim the ocean's surface, carrying detachable ships on their comfy carapaces, feeding on hordes of delicious crustaceans when they reach their destined ports. Of course, with piracy at its peak, rival magnates seeking advantage, and the roiling mass of tentacled creatures still under the water, sailing remains the most dangerous mode of transportation. Those that purchase passage are expected to defend their krakenship, or face strange and terrible fates.

Krakenships travel between ports, carrying bulk goods and passengers across dangerous waters. Losing a battle on a Krakenship can have adventure-defining consequences, so adventurers should be well prepared to potentially end up far away from their destination should they be defeated, washed ashore with missing equipment, mounts and food.

THE KRAKEN:-

DISPOSITION:- 20

NUMBER OF ENEMIES: 1

INITIATIVE: REACTIVE

LIFE: 1000

ARMOUR: 0

ACTION: TENTACLE BASH (10d20)
(Tentacle Bash can only target enemy Krakens or ships)

COMBAT SPECIAL: GRAB 'N' SWALLOW:
Instead of attacking the enemy Kraken or Ship, the Kraken swipes at the enemy ship's crew. It grabs (2d6) crew and drags them under, killing them instantly.

JUVENILES:-

Juvenile Krakenships are smaller and faster than the larger trade ships, preferred by pirates for their agility.

Juveniles have 500 Life, and their Tentacle Bash deals (5d20). Their Combat Special "Grab 'n' Swallow" deals (1d6).

Juveniles travel in fleets of 2-4.

THE SHIP:-

DISPOSITION:- 20

NUMBER OF ENEMIES: 1

INITIATIVE: REACTIVE

LIFE: 500

ARMOUR: 5

ACTION: PYRO VOLLEY (CREW x d10)

SPECIAL: THE SHIP CREW:
Every ship has (2d2 x 10) crew of pyromancers on board to help defend it. The amount of crew on board decides the strength of the crew on board determines the strength of the Pyro Volley action.

SPECIAL: DETACHABLE SHIP:
If the Kraken carrying the ship dies, the crew scramble to release the ship from its mooring, losing one turn. The ship can carry on fighting after this turn.

PIRATE SHIPS:-

Pirate ships are smaller and sleeker to fit on the backs of juvenile Krakens.

Pirate ships have 250 Life and (1d2 x 10) of pyromancers.



OASES

Crucial refuges in the merciless eastern desert, providing crisp, clean water from deep aquifers. Everyone, good or evil, man or monster, must stop for water if they are to brave the endless sands. As such, these bastions can become impromptu hubs of trade, or arenas of extreme violence.

An Oasis allows the party to refill their water, allowing them to carry the maximum amount of water they can, without the need to buy it. They can also choose to take a bath, removing all Status Effects. A bath takes 1 Hour.

When the party approaches an Oasis, first roll a (d6) on the Table below. This table dictates any encounters the party might have.

1) A Mysterious Monster

2) Ne'erdowells

3) A Lesser Fae

4) Adventurers

5) Traders

6) No one (lose a Vice when taking a bath)

HOT SPRINGS

The mountainous equivalent of oases, hot springs are only found high in the scant alpine regions of Mundain. While they serve the same function, the clientele of these bubbling cauldrons are slightly different.

A Hot Spring serves the same purpose as an Oasis, allowing the party to refill their water and take a bath, removing all Status Effects.

When the party approaches a Hot Spring, first roll a (d6) on the Table below. This table dictates any encounters the party might have.

1) A Mysterious Monster

2) Ne'erdowells

3) A Lesser Fae

4) Adventurers

5) A Giant

6) No one (lose a Vice when taking a bath)

'EY, ARE WE THERE YET?

WH-

YES, WE'RE THERE.

WE WERE TASKED WITH DELIVERING THIRTY CRATES OF SLUG-RUBBER BOOT SOLES, RAIN PONCHOS AND CENTAUR DILDOS TO THE MIDDLE OF THE FUCKIN' DESERT.

YOU MUG.

TRADE ROUTES

The nervous system of Mundainian commerce, trade routes weave from point to point of financial opportunity, mud and dust compacted by centuries of slug and bug tracks. Through decades of dubious consensus and trial and error, these routes have been deemed the safest method of travel between settlements, though they are by no means free from dangers. Bandits, bad weather and boredom can force a travelling party off the beaten path and into dangerous territory.

Trade routes allow the party to move faster than any other terrain hex, moving through at 3 hours per hex. However, trade routes are comparatively busy compared to other hexes, and every move on a trade route hex requires a roll on the encounter table below:

1.

(2d4) bandits attack! (A bandit camp is within 3 hexes of this encounter.)

2.

A Random Wilds Encounter occurs.

3.

A trading caravan crosses the party's path, offering goods.

4 - 6.

Nothing happens.

Besides spare food and water, not every trade caravan is carrying items pertinent to an adventuring party. For example, there's probably not much a party can do with boot soles, rain ponchos and centaur dildos.

Swamps:

Torrential rain brings out the bloodleeches, and the fewer clothes you're wearing, the more leeches latch on.

Bloodleeches affect adventurers depending on their armour type, draining their Exertion. An adventurer can't regain their Exertion until they're out of the rain, such as in a town or dungeon.

***Skimpy Armour or Nude**: -3 Exertion*

***Light Armour:** -2 Exertion*

***Medium Armour:** -1 Exertion*

***Full or Fitted Armour**: No Exertion Loss*

Mountains:

Snowstorms make visibility almost nil, and the freezing temperatures require warming rations, or a heavy cloak.

Snowstorms reduce adventurer visibility to Nearby, and if any adventurers do not own a heavy cloak, they'll need to eat more rations depending on their armour type.

***Skimpy Armour or Nude**: 4 Rations every 24 hours*

***Light Armour:** 3 Rations every 24 hours*

***Medium Armour:** 2 Rations every 24 hours*

***Full or Fitted Armour**: 1 Ration every 24 hours*

Plains:

A thick fog descends upon the plains, reducing visibility and creating an eerie silence.

Fog reduces adventurer visibility to Nearby, and causes the party to move at half speed, even if they are mounted.

Should any combat encounters occur during fog, adventurers will be Last in initiative, and any Random Encounters are unavoidable, even if mounted.

Deserts:

Unbearable heat scorches the sands, and hydration becomes all the more crucial.

The Desert Heat affects adventurers more the more armour they're wearing, requiring them to drink more water. Remember that armour can be taken off when travelling, but if ambushed adventurers wont have enough time to put their armour back on before combat starts.

***Skimpy Armour or Nude**: 1 Water every 24 hours*

***Light Armour:** 2 Water every 24 hours*

***Medium Armour:** 3 Water every 24 hours*

***Full or Fitted Armour**: 4 Water every 24 hours*

Forests:

Heavy winds blow rustling leaves, blinding and deafening those unaccustomed to the din. Perfect for an ambush.

Forest winds do not affect adventurers physically, but the longer they spend in the forest, the more susceptible they are to ambushes by Feral Goblins.

***6 Hours**: 1 in six chance*

***12 Hours:** 2 in six chance*

***18 Hours:** 4 in six chance*

***24 Hours**: Goblins attack!*

If Goblins attack before 24 hours have passed, restart the countdown. Feral Goblins attack a minimum of every 24 hours.

Oceans:

A storm picks up, mercilessly battering any vessel caught in it. All hands on deck with spare wood and nails.

Ocean storms deal d20 damage to a ship every hour. Adventurers can repair the ship for d6 every hour each, but anyone repairing the ship will be Last in initiative should combat begin.

Roll a d4 to determine how long the storm lasts. Remember that adventurers need to eat and sleep.

1: 48 hours

2: 36 hours

3: 24 hours

4: 12 hours.



WEATHER

Every so often, Mundain's weather turns from its usual sweaty unpleasantness to genuinely dangerous. A good adventurer knows never to wander too far from a place they can rest and wait till the weather turns.

Every 24 hours, the GM should roll a d6. On a 1, the GM should refer to the opposite weather table, depending on where they are on the map.

This section of the book acts as a repository for many of the possible enemies adventurers might come up against in their journeys.

MEN & MONSTERS



Mysterious Monsters:

There are many unnamed horrors beyond the borders of civilisation, alluded to with only vague descriptions and crude drawings. A lot of players greatly enjoy combat with monsters that stoke the imagination, more than simple "trolls" or "wolves". Use this roll table to help create strange creatures for your players to battle.

Size: (d6)

1) ***Tiny**, about the size of a house cat. (d6 Life) (1 attack die)*

2) ***Small**, about the size of a Dwarf (d6+6 Life) (1 attack die)*

3) ***Medium**, about the size of a Human (2d6+10 Life) (2 attack dice)*

4) ***Large**, about the size of an Orc (3d6+15 Life) (2 attack dice)*

5) ***Huge**, about the size of a Living Room (4d6+30 Life) (3 attack dice)*

6) ***Enormous**, about the size of a building (6d6+60 Life) (4 attack dice)*

Vague Shape: (d8)

1) *Quadrupedal*
2) *Bipedal*
3) *Vestigial limbs*
4) *Humanoid*
5) *Arthropodal*
6) *Millipedal*
7) *Avian*
8) *Tripedal*

Weird Trait: (d20)

1) *Covered in odd eyeballs*
2) *Human hands on every limb*
3) *Large, heaving mammaries*
4) *A vast, stringy mane of hair*
5) *A creepy smile*
6) *Draped in an ancient Imperial robe*
7) *Bristling with lost weaponry*
8) *Carrying a caged hostage*
9) *Patchy, misshapen feathers*
10) *Coccooned in blubber*
11) *Erupting shards of bone*
12) *Oozing black oil*
13) *Draped in moss and fungus*
14) *Covered in ancient stone jewellery*
15) *Bruised, purple flesh*
16) *Hovering low off the ground*
17) *Covered in grafted body parts*
18) *Chewing on a corpse*
19) *Mumbling in a forgotten tongue*
20) *Patches of rusted armour*

Nebulous Looks: (d20)

1) *Dripping Mollusc (Causes Poison)*

2) *Chitinous Insect (+1 Armour)*

3) *Gaunt Human Facsimile (Causes Terrified, resistible)*

4) *Roiling Mass of Tentacles (+1 Combat Action)*

5) *Vine of Leering Eyeballs (Casts Death Magic spells once per attack die)*

6) *Porcine and Fleshy (add 2d6 Life)*

7) *Cracked, black glassy plates (+1 Armour)*

8) *Glowing gold eyes (Casts Light Magic spells once per attack die)*

9) *Enchantingly Beautiful Elven Facsimile (Causes Horny, resistible)*

10) *Growling Maw of Sharp Teeth (+1 Attack Die)*

11) *Mottled, pockmarked pink flesh (add 2d6 Life)*

12) *Riddled with breathing, farting blowholes (Causes Berserk, resistible)*

13) *Covered in shimmering scales (+1 Armour, Preemptive Initiative)*

14) *Oozing with feculent waste (Causes Poison)*

15) *Blind, with translucent skin (Preemptive Initiave, easy to sneak past)*

16) *Glowing, weaving siphonophore (Doesn't provoke Opportunity Attacks)*

17) *Meaty, muscular, mammalian (+d6 Life, +1 attack die)*

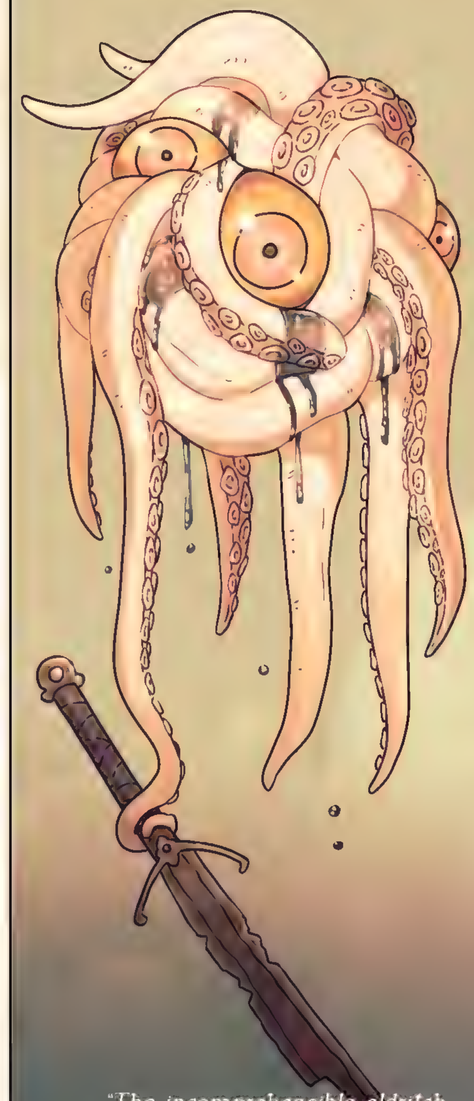
18) *Chittering, growling arachnid (+1 armour, Preemptive Initiative)*

19) *Squirming, giggling, transparent (Preemptive Initiative, Doesn't provoke Opportunity Attacks)*

20) *Elongated, triple-jointed arms (Can attack two targets in one Combat Action)*

Weapon: (d50x2)

1) *Meaty Slap (d4+1)*
2) *Human Fist (d4+1)*
3) *Toothy Appendage (d4+2)*
4) *Stinging Tendrils (d4+2)*
5) *Saliva Spit (d4+2 ranged)*
6) *Nails (d4+3)*
7) *Spitting Teeth (d4+3 ranged)*
8) *Fleshy Thorax (d4+3)*
9) *Stomp (d4+3)*
10) *Slam (d4+3)*
11) *Rusty Sword (d6+1)*
12) *Harsh Bite (d6+1)*
13) *Rock Throw (d6+1 ranged)*
14) *Farmer's Scythe (d6+2)*
15) *Ugly Axe (d6+2)*
16) *Brutal Fist (d6+2)*
17) *Chomp (d6+2)*
18) *Crush (d6+2, restraining)*
19) *Bursting Pimple (d6+2, Poison)*
20) *Piercing Scream (d6+3 ranged)*
21) *Flaming Sword (d8+1, Burning)*
22) *Crushing Fist (d8+1)*
23) *Psychic Shatter (d8+1 ranged, Terrified)*
24) *Boulder Toss (d8+2 ranged)*
25) *Tree Trunk Heft (d8+2)*
26) *Burning Saliva (d8+2, ranged, Burning)*
27) *Toxic Gas (d8+2, Poison)*
28) *Broken Greatsword (d8+3)*
29) *Executioners Axe (d8+3)*
30) *Gaping Maw (d10+1)*
31) *Crushing Hug (d10+1, restraining)*
32) *Torso Mouth (d10+2, swallowing)*
33) *Psychic Doom (d10+2 ranged, Terrified)*
34) *Rancid Excrement (d10+2, Poison)*
35) *Aphrodesiac Darts (d10+2 ranged, Horny)*
36) *Flaming Greatsword (d10+2, Burning)*
37) *Brutal Slam (d10+2)*
38) *Viscous Acidic Slime (d10+3, Berserk)*
39) *Chitinous Shard (d10+3)*
40) *Ripping Claws (d10+3)*
41) *Psychic Shred (2d6+1, ranged, Terrified)*
42) *Ripping Greatsword (2d6+2)*
43) *Flaming Gout (2d6+2 ranged, Burning)*
44) *Tongue Whip (2d6+2 ranged)*
45) *Rapid Birth (creates Tiny versions of itself, per attack die)*
46) *Sacrificial Burst (2d6+2, ranged, deals half damage to itself)*
47) *Conjure Black Hole (2d6+3, ranged, hits adjacent creatures)*
48) *Blight (2d6+2 ranged, hits adjacent creatures, Poison)*
49) *Self Destruct (2d6+3, hits adjacent creatures, kills monster)*
50) *Strange Charm (causes Charmed for turns equal to attack die, resistible)*



"The incomprehensible eldritch malfeasances that prowl beyond the borders of the natural world were the work of loyalist magi of the Imperial Age. Desperate to maintain the monarchical status quo, they conjured terrible, ill-made creatures to defend their vicious kings.

Drawing from half-baked templates and battered grimoires, many of these creatures share common traits, though are so varied and distinct in most ways that scholars simply categorise them as 'The Monsters'."

Driven to insanity by hunger, boredom and a lack of spare parts, these zombies lose their self awareness, becoming shambling husks obsessed with tearing apart the living.

Feral Zombies

DISPOSITION: -20

NUMBER OF ENEMIES: d6

INITIATIVE: REACTIVE

LIFE: 3

ARMOUR: 0

ACTION: BITE (d8)

SPECIAL: INFECTIOUS

TRAITS: Mindless / Will chase meat / Clumsy / Susceptible to Targeted Attacks to the head / Easy to sneak past

If a Feral Zombie deals 8 damage with their Bite, the target becomes Infected.

Infected targets lose 1 Life every time they use a Combat Action or Tactical Action, until they are healed.

If a player character dies while Infected, they become a Zombie.





Using their poisonous tongues to whip at their prey, Lashers hide behind other feral zombies for protection while slowly debilitating any delving trespassers.

Lashers

DISPOSITION: -20

NUMBER OF ENEMIES: 1

INITIATIVE: REACTIVE

LIFE: 7

ARMOUR: 0

ACTION: TONGUE WHIP (d4+1) (ranged)

SPECIAL: POISONOUS

The Lasher's Tongue Whip action causes a stack of Poison to its target, even if no damage occurs.

TRAITS: Mindless / Will chase meat / Susceptible to Targeted Attacks to the head / Easy to sneak past / Stays behind other Undead

The roaring bulwarks of the zombie hordes, Big Lads can cross a room at a frightening speed, barrelling into their attackers in a blur of rotting flesh and fat. In life, they were invariably named Barry.

Big Lads

DISPOSITION: -20

NUMBER OF ENEMIES: 1

INITIATIVE: PREEMPTIVE

LIFE: 15

ARMOUR: 1

ACTION: THUMP (d4+3)

COMBAT SPECIAL: CHARGE

TRAITS: Mindless / Will chase meat / Susceptible to Targeted Attacks to the head / Easy to sneak past

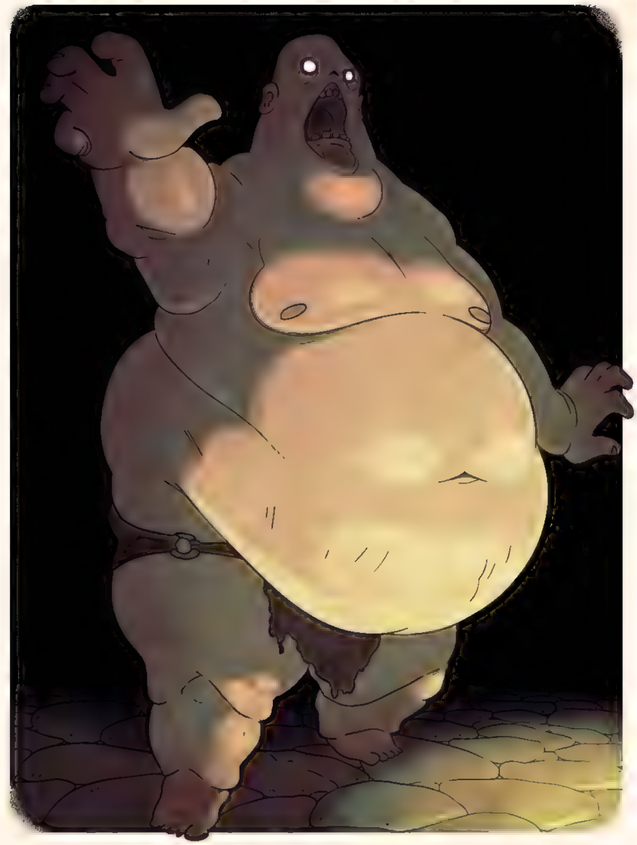
The Big Lad charges into a target, dealing more damage the further the Big Lad travels.

If the target is Nearby, they take (d6+1) damage.

If the target is Far, they take (d6+2) damage.

If the target is Distant, they take (d8+4) damage.

The Big Lad cannot charge into an Adjacent target.





The terrifying result of improper body part storage, Crypt Horrors can be found at the heart of failed zombie smuggling operations.

Crypt Horror

DISPOSITION: -20

NUMBER OF ENEMIES: 1

INITIATIVE: PREEMPTIVE

LIFE: 40

ARMOUR: 1

ACTION: ROT FIST (d6+2)

SPIT (d4+1 ranged)

COMBAT SPECIAL: TERRIFYING GRASP

TRAITS: Mindless / Will chase Body Parts / Clumsy / Difficult to sneak past / Hostile to all Undead / Susceptible to Traps

The Crypt Horror grabs a Nearby or Adjacent target with its extra long arm. If the target doesn't wriggle free, it takes (d4+4) damage and gains the Terrified status effect.

TACTICAL SPECIAL: REGENERATE
The Crypt Horror can spend 2 Tactical Actions absorbing an Adjacent corpse into itself, regenerating (d6) Life, up to its maximum of 40 Life.

SPECIAL: EXTRA ARMS

If the Crypt Horror is attacked with a melee attack, it immediately deals (d4+1) damage to the attacker.

Undead warriors are a key aspect of zombie society, escorting zombie researchers and prospectors into bowels of the prior worlds, reclaiming mausoleum cities abandoned due to monster incursion, or providing the vanguard for incursions to the surface. These zombies, like most, are fully self-aware, and many have had thousands of years to hone their swordsmanship.

Zombie Warriors



DISPOSITION: -1

NUMBER OF ENEMIES: 1

INITIATIVE: INTERSPERSED

LIFE: 25

ARMOUR: 3

ACTION: STRIKE (2d4+2)

TACTICAL SPECIAL: GRACEFUL (DC10)

As a reaction, if the Zombie Warrior has Tactical Actions left after their turn, they can use a Tactical Action to dodge an attack against them, taking no damage. They can do this up to twice per round. Roll a successful Dice Challenge to dodge an incoming attack.

TRAITS: Can be reasoned with / Susceptible to Targeted Attacks to the Head / Apathetic / Feels no pain / Knows the layout of the dungeon they're in



Colloquially known as Slimes, these coalescents of the various drippings of the undead have cobbled together a sentience from spiritual effluent, and look for fresh souls to add to their malformed personalities. Completely immune to melee attacks, Ectoplasms explode at the slightest introduction to fire.

Ectoplasms

DISPOSITION: -4

NUMBER OF ENEMIES: 1

INITIATIVE: REACTIVE

LIFE: 1

ARMOUR: 0

ACTION: SLIME SLAP (d8)

SPECIAL: EXPLOSIVE

If attacked with Fire, the Ectoplasm explodes, dealing d6 damage to every creature in the area. It takes 24 hours for the Ectoplasm to coalesce back into its original form.

SPECIAL: GELATINOUS

The Ectoplasm takes 0 damage from any attacks that do not involve Fire.

SPECIAL: SOUL SEEKER

If there are any Downed characters or enemies in sight of the Ectoplasm, they focus on swallowing them. If anyone is protecting them, the Ectoplasm will attack them to get to the Downed character. Swallowing a Downed character takes 60 minutes, and the party try to save the Downed character as if the Ectoplasm was a Living Trap. If they fail, the Swallowed character dissolves, dying horribly.

TRAITS: Can be Reasoned with / Playful / Focused on Corpses

The unseen, unheeded labour force of the Undead world. While floating skulls retain their personality through sheer ego, skeletons are bony automata, their souls long taken by the goddess of the afterlife, now fit only for the production lines of mass-produced undead goods and rudimentary guard duty. But if the zombie controlling these drones turns feral, so too do their skeletons.

Skeletons

DISPOSITION: -20

NUMBER OF ENEMIES: d4

INITIATIVE: REACTIVE

LIFE: 3

ARMOUR: 3

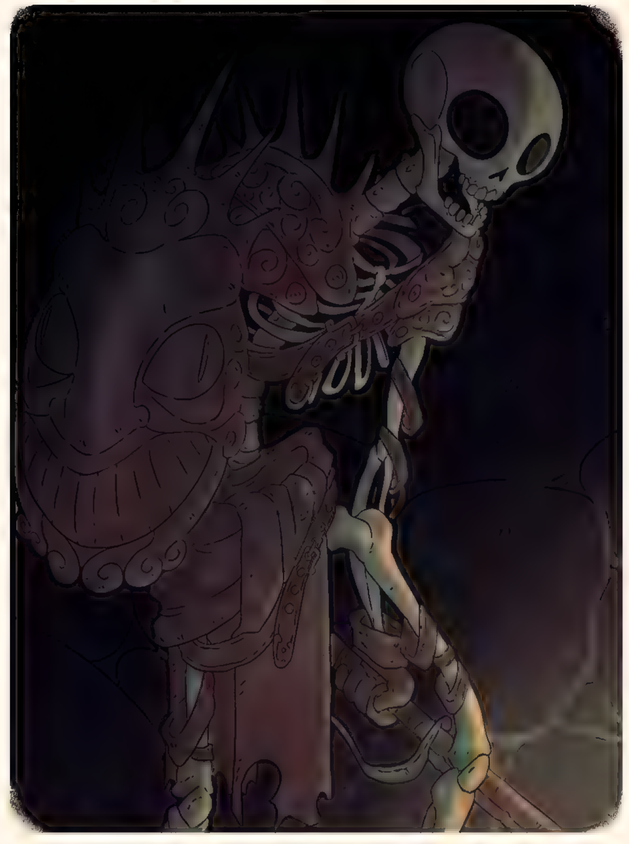
ACTION: RUSTY SWORD (d4+1)

SPECIAL: IMPRINTED

Skeletons have a Master, a Zombie that controls them. If this zombie is not feral, they have the ability to issue commands to all Skeletons in the combat encounter, for example attacking a single target in unison or ceasing combat altogether.

If the Master is feral or dead, the skeletons act of their own volition, attacking targets indiscriminately, but prioritising living targets.

TRAITS: Mindless / Controlled / Acts in Unison / Susceptible to Targeted Attacks to the head / Easy to sneak past





Loyalists of the Imperial Age, executed en masse by the rebel armies. While most sapient undead are akin to the living - their souls bound to their bodies - No-Noggins are technically ghosts inhabiting their own corpses, their executions so brutal and violent that the two became instantly separated. Now, without the need for fresh body parts to avoid going feral, No-Noggins are free to ride around the countryside on their Black Slugs, harassing and terrifying villagers for their own amusement.

No-Noggins

DISPOSITION: -5

NUMBER OF ENEMIES: 1

INITIATIVE: PREEMPTIVE

LIFE: 30

ARMOUR: 3

ACTION: HALBERD (2d8+2)

COMBAT SPECIAL: HEADLESS

The No-Noggin throws their head at a target, dealing (d6+2) damage.

SPECIAL: BLACK RIDER

If the No-Noggin is mounted, they can use their Tactical Actions as Combat Actions. If their mount has been killed, this Special no longer applies.

Available Mounts: Waddledog
Slugraptor

TRAITS: Can be reasoned with / Impossible to Terrify / Apathetic / Feels no pain / Knows the layout of the dungeon they're in

Undead Knights

Warriors that have been robbed of an honorable death by becoming zombies often clad themselves in inescapable armour, travelling the world seeking combat with ever more dangerous adversaries and the deaths they demand, all the while slowly losing their cognisance through lack of much needed fresh parts.

Undead Knights are powerful enemies defined by their Fighting Style, Weapons and Sanity. They are best used as boss fights in dungeons and ambushes in The Wilds.

Undead Knights start with 50 Life, 3 Armour and Preemptive Initiative.

1) The Knight's Sanity

This roll determines the Knight's Tactical Actions and Disposition.

1) Conscious: *Disposition: -3*
TACTICAL SPECIAL: DEFT SWORDSMAN: If the Knight has a Tactical Action at the end of their turn, they can use it to parry and nullify an attack aimed at them, once per round.

2: Fading: *Disposition: -6*
TACTICAL SPECIAL: NUMB: The Knight has an additional 1 Armour.

3: Feral: *Disposition: -15*
TACTICAL SPECIAL: ROTTING: The Knight's Basic Attack causes a stacking Poison status effect.

4: Hollow: *Disposition: -20*
TACTICAL SPECIAL: RISE AGAIN: When the Knight reaches 0 Life, roll a d4. On a 4, the Knight rises again with half its Life, continuing the combat encounter.

2) The Knight's Fighting Style

This roll determines the Knight's Combat or Passive Specials.

1) Berserker:
SPECIAL: FEROCIOUS: The Knight can use its Tactical Actions as Combat Actions.

2) Thorn Knight:
SPECIAL: SPIKED ARMOUR: Melee attacks against the Knight cause 1 damage to the attacker, ignoring armour.

3) Paladin:
SPECIAL: REGENERATIVE: The Knight can heal itself for 10 Life using a Tactical Action, up to three times per combat encounter.

4) Sentinel:
COMBAT SPECIAL: SHIELD BASH: The Knight bashes one target with its heavy shield, dealing 2d6 damage and moving them from Adjacent to Far.



3) The Knight's Weapon

This roll determines the Knight's Basic Attack.

1) Flail (1d10 + 3)

2) Halberd (2d8 + 3)

3) Axe (1d8 + 3)

4) Curved Greatsword (2d6 + 3)

4) The Knight's Ranged Weapon

This roll determines the Knight's Basic Ranged Attack.

1) Whip (2d6 + 2)

2) Bow (1d8 + 2)

3) Crossbow (2d8 + 1)

4) Throwing Dagger (1d4 + 3)



Mimic Knights

Slowly draining the life essence of their pilots through endless paroxysms of indescribable pleasure, Mimic Knights are relics of human ingenuity turned devastating war machines. Lurid cults use them to guard ritual sites, while zombie societies use hostages and sympathisers as pilots to harvest fresh parts and act as bodyguards for political figures when above ground.

Mimic Knight:

DISPOSITION: -20

NUMBER OF ENEMIES: 1

INITIATIVE: REACTIVE

LIFE: 50

ARMOUR: 6

ACTION: AXE CHOP (3d6)

SPECIAL: WEAK POINT

Mimic Knights have 8 tentacles that animate the armour and pleasure the pilot. Each tentacle has 5 Life and 0 armour. A player attacking more than one tentacle at a time also attacks the pilot. The pilot cannot be attacked directly, as the tentacles shift and move the pilot away from harm.

Once all 8 tentacles and/or the pilot are dead, the Mimic Knight becomes inanimate and harmless.

Knight Pilot:

DISPOSITION: +5

NUMBER OF ENEMIES: 1

INITIATIVE: REACTIVE

LIFE: 12

ARMOUR: 0

ACTION: PUNCH (1d4)

SPECIAL: SEX CRAZED

If their Disposition is Friendly when the Mimic Knight becomes inanimate, Pilots are always considered Eager when rolling for Sex.

Knight Pilots can be hired as Courtesan Retainers, without the need to be paid for their service.

If you find an unpiloted Mimic Knight, the Knight Pilot will happily pilot it for your party.

Piloting a Mimic Knight:

Piloting a Mimic Knight requires the following Ability Scores:

+1 Smarts

+2 Moxie

While piloting a Mimic Knight, you do not require food or drink.

While piloting a Mimic Knight, you are Restrained, and must make a DC17+Moxie roll to wriggle free.

When you emerge from a Mimic Knight, you do so naked, as well as Dehydrated, Starving, Exhausted, Filthy, & Horny.

You can still level up with all the benefits and choices of doing o.

While piloting the Mimic Knight, all damage towards you hits the Knight.

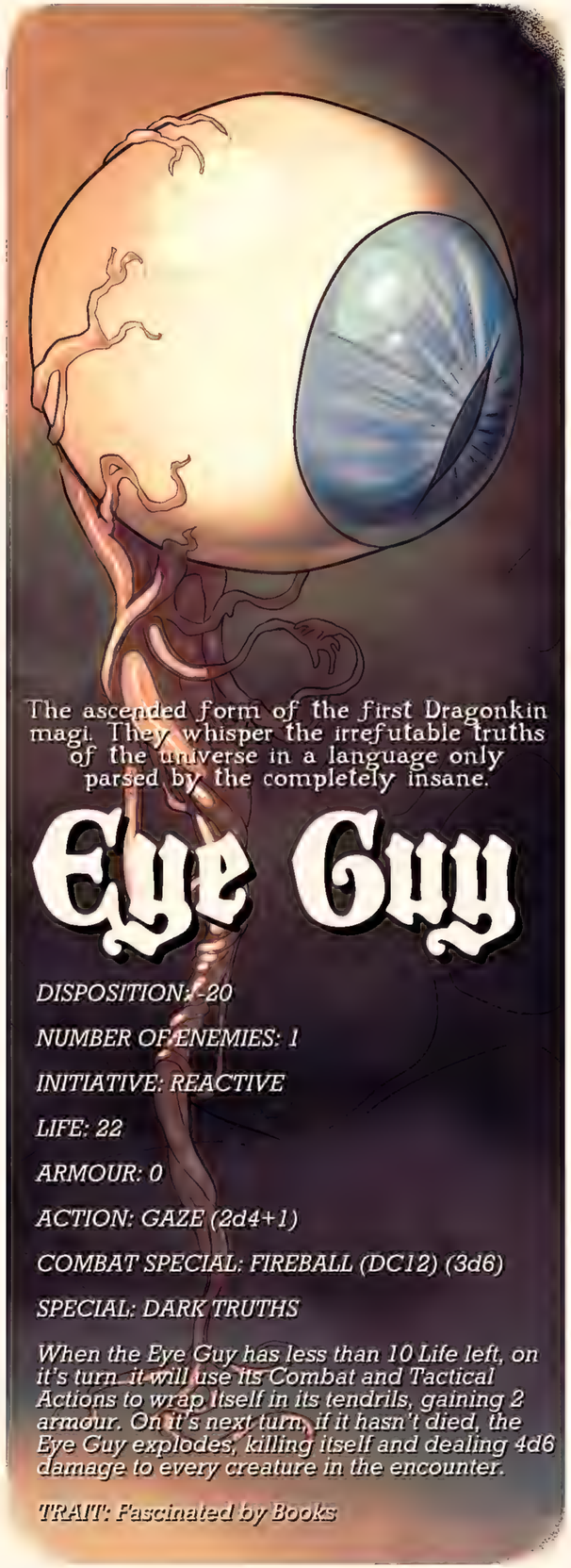
The Knight has 50 Life, and d8 Armour. Healing magic and potions repair the Knight. The Knight's armour can be upgraded.

When the Knight's life reaches 0, it is destroyed, and you emerge from the Knight naked, without weapons or armour.

The Mimic Knight's basic attack deals 3d6 damage.

Your Initiative is always last while inside the Mimic Knight.

You will have to emerge from the Mimic Knight to interact with NPCs and city services. It's difficult to talk to people with a mouth full of tentacles.



The ascended form of the first Dragonkin magi. They whisper the irrefutable truths of the universe in a language only parsed by the completely insane.

Eye Guy

DISPOSITION: -20

NUMBER OF ENEMIES: 1

INITIATIVE: REACTIVE

LIFE: 22

ARMOUR: 0

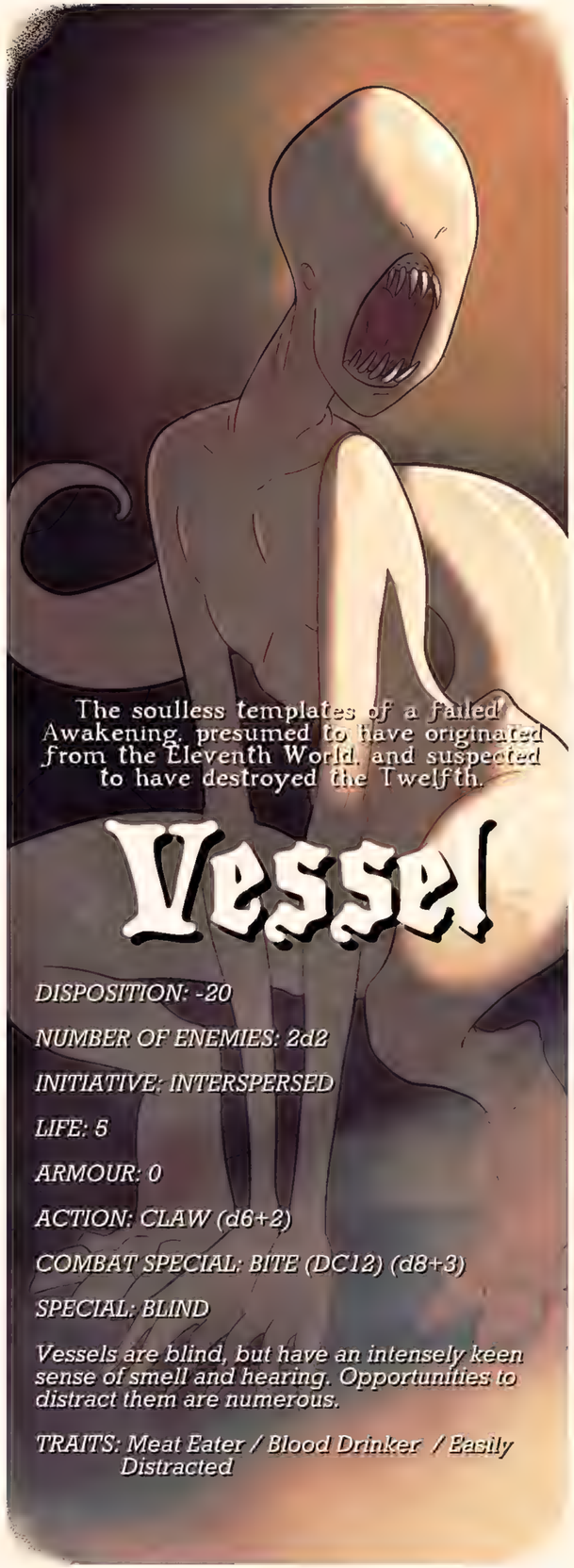
ACTION: GAZE (2d4+1)

COMBAT SPECIAL: FIREBALL (DC12) (3d6)

SPECIAL: DARK TRUTHS

When the Eye Guy has less than 10 Life left, on it's turn, it will use its Combat and Tactical Actions to wrap itself in its tendrils, gaining 2 armour. On it's next turn, if it hasn't died, the Eye Guy explodes, killing itself and dealing 4d6 damage to every creature in the encounter.

TRAIT: Fascinated by Books



The soulless templates of a failed Awakening, presumed to have originated from the Eleventh World, and suspected to have destroyed the Twelfth.

Vessel

DISPOSITION: -20

NUMBER OF ENEMIES: 2d2

INITIATIVE: INTERSPERSED

LIFE: 5

ARMOUR: 0

ACTION: CLAW (d6+2)

COMBAT SPECIAL: BITE (DC12) (d8+3)

SPECIAL: BLIND

Vessels are blind, but have an intensely keen sense of smell and hearing. Opportunities to distract them are numerous.

TRAITS: Meat Eater / Blood Drinker / Easily Distracted



Meatdog

Fleshy bipedal lizards used as guard animals in undead society. Completely harmless to the dead, will viciously shred the living.

DISPOSITION: -20

NUMBER OF ENEMIES: d4

INITIATIVE: PREEMPTIVE

LIFE: 5

ARMOUR: 0

ACTION: TAIL SLASH (d6+2)

TRAITS: Will not attack Zombies / Will chase meat / Often accompanies Zombie Warriors / Immune to Blood Magic



Shagbeetle Grub

Huge, intimidating, but largely harmless. Hunted by adventurers for its delicious meat, followed by prospectors to delve into previous worlds.

DISPOSITION: 0

NUMBER OF ENEMIES: 1

INITIATIVE: REACTIVE

LIFE: 30

ARMOUR: 0

ACTION: BITE (d4+1)

COMBAT SPECIAL: STICKY SPIT (DC10)

The Shagbeetle Grub spits sticky saliva at the target, Restraining them. On their turn, they can wash off the saliva with 1 day's worth of water, using a Tactical Action.

TRAITS: Starts Non-Hostile / Will give 2d8 rations when killed / Blind

The Mer is a parasitic fish that latches onto the legs of drowning sailors, rapidly changing their bodies to be able to breathe underwater, while the brafish attach to the nipples, injecting chemicals that induce breast enlargement, milk production, and alter the sailor to appear more feminine, regardless of sex.

The Mer

DISPOSITION: -20

NUMBER OF ENEMIES: 1

INITIATIVE: REACTIVE

LIFE: 25

ARMOUR: 0

ACTION: BITE (d8)

TRAITS: Mindless / Will chase meat / Aquatic / Parasitic

SPECIAL: LATCH

If the target fails to resist (DC14+Moxie) the Mer latches onto the legs of one target, rapidly transforming them into a mermaid. The target has 24 hours to find someone who can carefully remove the Mer, a process that causes (2d10) damage every half hour and takes 2 hours to complete. The target can be healed during the operation.

If the target doesn't die during the operation, they retain the ability to breath underwater, but gain the use of their legs back.

Mermaids can breathe air, but can't walk. Mermaids will need a mount to perform as an adventurer.

Centaurs are immune to being Latched.





Many sailors find new life as mermaids, able to repair ships from the outside and aid in stealthy boarding actions against other pirates. Many sea-side towns and villages have swim-up bars and taverns that can cater to mermaids.

Mermaids

DISPOSITION: +1

NUMBER OF ENEMIES: 1

INITIATIVE: REACTIVE

LIFE: 35

ARMOUR: 0

ACTION: PUNCH (d8+1)

COMBAT SPECIAL: DROWN

The Mermaid restrains one target with her aquatic tail, pulling them under the water. If the target can't wriggle free in 3 turns (DC14+Moxie) the target drowns.

The Mermaid can attack while restraining a target.

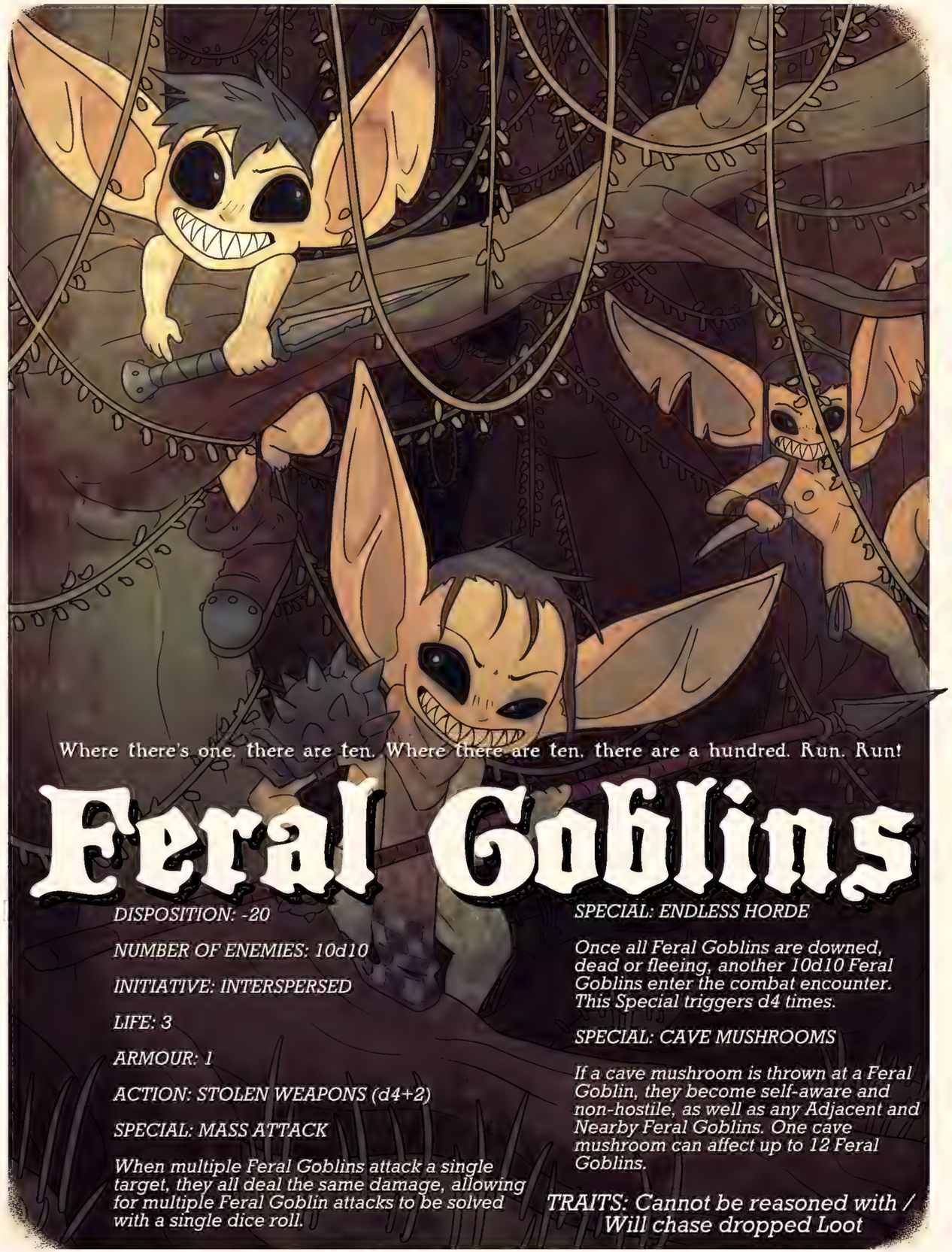
COMBAT SPECIAL: CHARM

The Mermaid knows the Charm spell, and can cast it twice.

SPECIAL: GORGEOUS

Any attacks aimed at the Mermaid cause the Horny status effect.

TRAITS: Non-Hostile / Can be hired / Amphibious



Where there's one, there are ten. Where there are ten, there are a hundred. Run. Run!

Feral Goblins

DISPOSITION: -20

NUMBER OF ENEMIES: 10d10

INITIATIVE: INTERSPERSED

LIFE: 3

ARMOUR: 1

ACTION: STOLEN WEAPONS (d4+2)

SPECIAL: MASS ATTACK

When multiple Feral Goblins attack a single target, they all deal the same damage, allowing for multiple Feral Goblin attacks to be solved with a single dice roll.

SPECIAL: ENDLESS HORDE

Once all Feral Goblins are downed, dead or fleeing, another 10d10 Feral Goblins enter the combat encounter. This Special triggers d4 times.

SPECIAL: CAVE MUSHROOMS

If a cave mushroom is thrown at a Feral Goblin, they become self-aware and non-hostile, as well as any Adjacent and Nearby Feral Goblins. One cave mushroom can affect up to 12 Feral Goblins.

TRAITS: Cannot be reasoned with / Will chase dropped Loot



Their rudimentary metallurgy and tribal societies allude to some form of higher intelligence, but all attempts at parleying with these vicious creatures have resulted in failure. Born from the drunken bet that created the Centaurs, the Beastfolk are anathema to all civilised society.

Beastfolk

TRAITS: Permanently Hostile / Cannot be reasoned with / Tactical
Do not understand Language

1) Goatfolk

DISPOSITION: -7 /NUMBER OF ENEMIES: 1 / INITIATIVE: Preemptive / LIFE: 18 / Armour: 1
ACTION: Rusty Axe (d10)
TACTICAL SPECIAL: FRIGHTFUL BRAY: The Goatfolk roars a terrifying, almost human scream, freezing their target in place and causing them to miss a turn. (DC15+Moxie to resist)

2) Moosefolk

DISPOSITION: -9 /NUMBER OF ENEMIES: 1 / INITIATIVE: Reactive / LIFE: 25 / Armour: 2
ACTION: Rusty Axe (d10)
COMBAT SPECIAL: CHARGE: The Moosefolk charges at a Far or Distant target, dealing (2d6+4) damage.

3) Horsefolk

DISPOSITION: -9 /NUMBER OF ENEMIES: 1 / INITIATIVE: Interspersed / LIFE: 22 / Armour: 1
ACTION: Rusty Sword (d6+1)
SPECIAL: EQUINE GRACE: The Horsefolk can move without triggering Opportunity Attacks from its enemies.

4) Sheepfolk

DISPOSITION: -8 /NUMBER OF ENEMIES: 1 / INITIATIVE: Interspersed / LIFE: 15 / Armour: 1
ACTION: Rusty Sword (d6+1)
COMBAT SPECIAL: HEALING BLEAT: The Sheepfolk knows the Heal spell, and can cast it three times.

5) Pigfolk

DISPOSITION: -12 /NUMBER OF ENEMIES: 1 / INITIATIVE: Reactive / LIFE: 35 / Armour: 0
ACTION: Rusty Greatsword (d10+2)
SPECIAL: PORCINE RAGE: When the Pigfolk receives a melee attack, the Pigfolk immediately reacts with a Rusty Greatsword attack.

6) Alpacafolk

DISPOSITION: -12 /NUMBER OF ENEMIES: 1 / INITIATIVE: Reactive / LIFE: 16 / Armour: 2
ACTION: Rusty Greatsword (d10+2)
COMBAT SPECIAL: FLUFFY: The Alpacafolk knows the Charm spell, and can cast it twice. (DC12+Moxie to resist)



1) Beetle Pup

DISPOSITION: +5 / NUMBER OF ENEMIES: SWARM / INITIATIVE: RAPID /
LIFE: 1d6 / Armour: 1 ACTION: NIBBLE (1)

(The adorable larval babies of Beetle society. You'd have to be a real bastard to kill these cute little grubs.)

2) Beetle Drone

DISPOSITION: +1 / NUMBER OF ENEMIES: 1 /
INITIATIVE: INTERSPERSED / LIFE: 18 / Armour: 4
ACTION: SPEAR STAB (d8)

(The grunts and labourers of the Beetlefolk. On the rare occasions they need to fight, they arm themselves with chitin spears and shields.)

3) Beetle Warrior

DISPOSITION: -2 / NUMBER OF ENEMIES: 1 /
INITIATIVE: PREEMPTIVE / LIFE: 22 / Armour: 4
ACTION: CHITIN KATANA (2d6)

(The warrior caste, excellent swordsbugs and disciplined, honorable duellists. They radiate an aura of smugness.)

4) Beetle Queen

DISPOSITION: -6 / NUMBER OF ENEMIES: 1 /
INITIATIVE: PREEMPTIVE / LIFE: 65 / Armour: 3
ACTION: MEGA MACE (2d8)
TACTICAL SPECIAL: LISTEN TO YOUR MOTHER
The Beetle Queen uses a Tactical Action to command a Beetle Drone or Beetle Warrior to attack, even if they already have attacked this round. The Beetle Queen can do this once per turn.

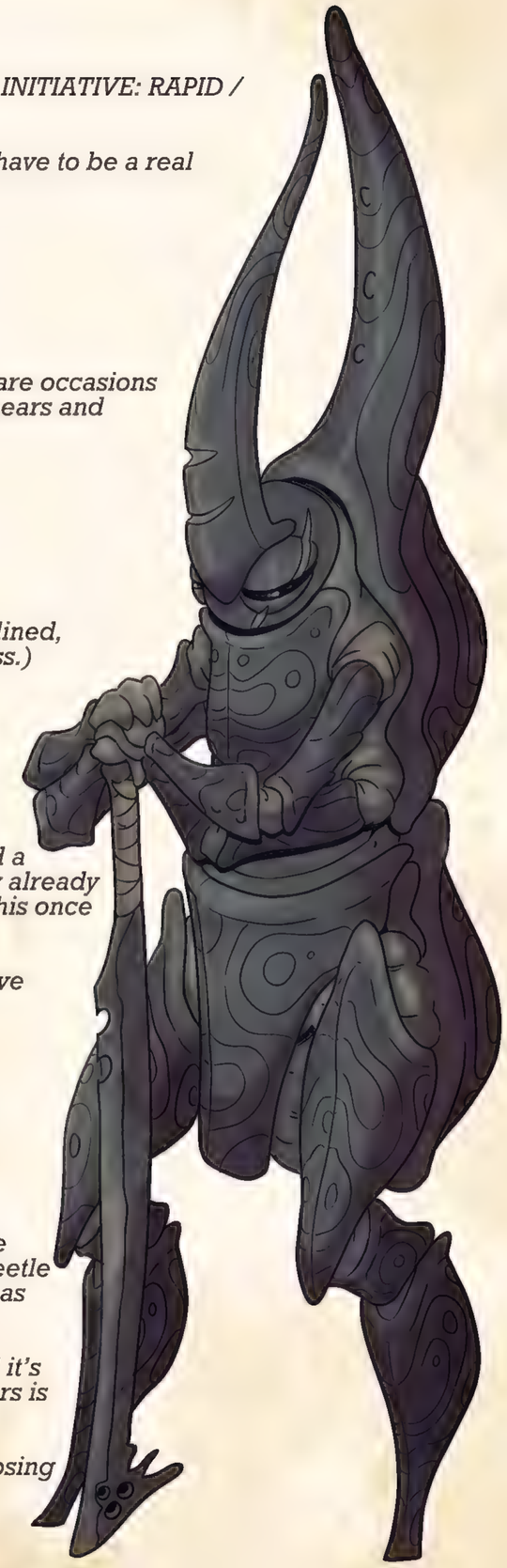
(The matriarchs of the Beetlefolk. Incredibly protective of their brood, and frightningly swift for their size.)

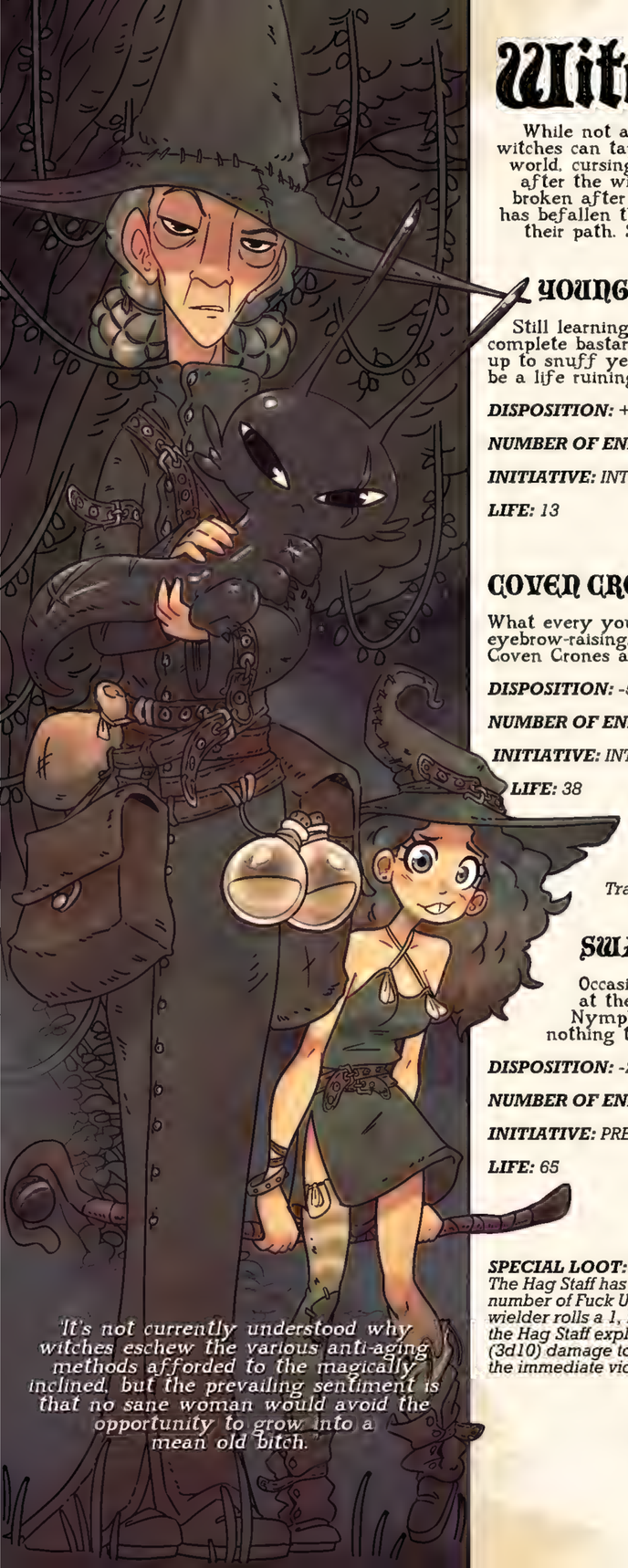
Special Playable Race: Beetle Warriors

Beetle Warriors have +3 Moxie, +2 Brawn, and -3 Hotness before they roll their abilities.
Beetle Warriors can't cast magic, and can't wear armour. Instead, Beetle Warriors gain +1 Moxie every Level Up in addition to any Levelling choice. Beetle Warriors don't need to eat rations, but require twice as much water to avoid and cure Dehydration.

Beetle Warriors cannot communicate with NPCs, and it's assumed any communication with their party members is through a combination of charades and gestures.

Remember to consult your party and GM before choosing to play as a Beetle Warrior.





Witches:

While not as versed in Light and Death magic as wizarding types, witches can tap into the primordial magic that governs the rules of the world, cursing enemies with strange maladies and inconveniences far after the witch has chosen to die. Many a mother's back has been broken after their cursed progeny stepped on a crack, and foul luck has befallen those that shattered a mirror or had a black splatcat cross their path. Sure, a wizard can burn you to ashes, but a witch can ruin your life.

YOUNG WITCH:

Still learning the basics from their coven crone, you'd have to be a complete bastard to have beef with a young witch. Their curses aren't up to snuff yet, so - if you are a complete bastard - killing one wont be a life ruining event.

DISPOSITION: *+3*

NUMBER OF ENEMIES: *d4*

INITIATIVE: *INTERSPERSED*

LIFE: *13*

ARMOUR: *0*

ACTION: *MAGIC BOLT (d6+2, ranged)*

SPECIAL: *CURSE THE FOE:*
If the Young Witch is Downed, but not killed on the next turn, roll a (d4) on the Curses table, aimed at the person that Downed them. The Young Witch can do this once per combat encounter.

COVEN CRONE:

What every young witch aspires to become; a crowd-clearing, eyebrow-raising, mumbling, grumbling bag of common sense. Not all Coven Crones are old, but it helps sell the image.

DISPOSITION: *-5*

NUMBER OF ENEMIES: *1*

INITIATIVE: *INTERSPERSED*

LIFE: *38*

ARMOUR: *1*

ACTION: *BURNING BOLT (3d6+2, ranged, causes Burning)*

SPECIAL: *CURSE THE FOE:*
If the Coven Crone is Downed, but not killed on the next turn, roll a (d10) on the Curses table, aimed at the person that Downed them. The Coven Crone can do this twice per combat encounter.

Traits: Non-Hostile / Can be reasoned with / Cannot be bribed

SWAMP HAG:

Occasionally, at the last minute, a Coven Crone grows terrified at the thought of death, and imbibes the notblood of a Nymph. The transformation is tragic and terrible, but there is nothing to be done. They must be put out of their misery.

DISPOSITION: *-20*

NUMBER OF ENEMIES: *1*

INITIATIVE: *PREEMPTIVE*

LIFE: *65*

ARMOUR: *0*

ACTION: *POISON BOLT (3d6+2, ranged, causes Poison)*

FILTH FLING (2d8+2, ranged, causes Filthy)

SPECIAL: *CURSE YOU:*
If the Swamp Hag is Downed, immediately roll a (d10) on the Curses table, aimed at the person that Downed them. The Swamp Hag can do this twice per combat encounter.

SPECIAL: *SHOCKINGLY SWIFT*
The Swamp Hag can choose to use a Tactical Action as a Combat Action, once per turn.

SPECIAL LOOT: HAG STAFF:
The Hag Staff has an unlimited number of Fuck Ups, unless the wielder rolls a 1, in which case the Hag Staff explodes, dealing (3d10) damage to everyone in the immediate vicinity.

Traits: Hostile / Cannot be reasoned with / Immune to Poison / Immune to Burning

"It's not currently understood why witches eschew the various anti-aging methods afforded to the magically inclined, but the prevailing sentiment is that no sane woman would avoid the opportunity to grow into a mean old bitch."

CURSES TABLE: (d4 or d10)

Most curses can be cured by visiting a rival witch coven, after performing a task for them. This can become a campaign-altering side-quest, so try not to upset witches.

1) Curse of Guilt: *Why would you do that? What could compel you to do that? (You gain d4 Vices.)*

2) Curse of Embarrassment: *You shit all over yourself. Like, everywhere. Just once, but it's bad. (You gain a Vice. Your current armour permanently has the Filthy status effect. You'll need to buy a new set.)*

3) Curse of Unluckiness: *A black splatcat follows you everywhere. Angry looking little fucker. (You gain a Vice. All DCs require an additional +1. Killing the splatcat increases all DCs by +1, and a new splatcat arrives immediately.)*

4) Curse of Depression: *Suddenly, nothing is funny anymore. Or sad. Or annoying, or inspiring. It's just tedious. All of it. (Your Hotness is set to 0.)*

5) Curse of Remorse: *You hate this job. All you do is kill people for money. Gods, if your mother could see what you've done. (You gain a Vice, and gain an additional Vice whenever you deal the killing blow to a person.)*

6) Curse of A Certain Age: *You're not in peak condition any more. And your knees crack when you bend down. (You lose -1 on all Abilities, and add +5 to all Stealth DCs.)*

7) Curse of Impotence: *Cocks shrivel at the sight of you, even your own. If you have one. (You gain a Vice. You cannot have Sex, nor be in the presence of anyone trying to have Sex. Attempting to enter a brothel will have you quickly thrown out.)*

8) Curse of Boredom: *People yawn when you talk for more than a few seconds. It's very, very upsetting. (You gain a Vice whenever you make a Disposition Check.)*

9) Curse of Beasthood: *Classic, turned into a big hairy, horny, growling monster. But Mundainian proclivities make this curse not nearly as bad as it looks. (You turn into a suspiciously attractive bestial creature. You still have all your mental faculties, and gain +1 Hotness and +1 Brawn, but have -5 on all Disposition checks, and can only wear skimpy armour.)*

10) Curse of Frog: *You're a frog. It's kind'a nice, but you're going to need someone gorgeous to kiss you if you ever want to swing a sword again.*

(You become a frog, small enough to fit in the palm of a hand. You still have all your mental faculties, and don't need rations to stave off hunger, preferring flies. You still need water. Curing the curse requires someone with +5 Hotness, or an incredibly attractive NPC, to kiss you. Though there are lots of uses for a smart frog.)





Adventurers

You're not the only people looking to trade violence for money. Adventuring is a common career choice, and you'll bump into fellow entrepreneurs regularly.

1) Upstart

DISPOSITION: -3 / INITIATIVE: Interspersed / LIFE: 12 / Armour: 1
ACTION: Sword Swipe (d6)

2) Swindler

DISPOSITION: -2 / INITIATIVE: Interspersed / LIFE: 12 / Armour: 0
ACTION: Dagger Shank(d4)
TACTICAL SPECIAL: PICKPOCKET (DC12) Target loses d10 jade. Retrievable if the thief dies.

3) Soother

DISPOSITION: -0 / INITIATIVE: Interspersed / LIFE: 12 / Armour: 0
ACTION: Staff Bonk (d4)
COMBAT SPECIAL: Heal (DC12) Target is healed for 2d8. The Soother can heal 3 times.

4) Brawler

DISPOSITION: -4 / INITIATIVE: Interspersed / LIFE: 12 / Armour: 2
ACTION: Caestus Punch (d4)
SPECIAL: FAST FISTS. The Brawler can use its Tactical Actions as Combat Actions.

5) Warrior

DISPOSITION: -2 / INITIATIVE: Interspersed / LIFE: 12 / Armour: 2
ACTION: Greatsword Slash (d10)

6) Berzerker

DISPOSITION: -5 / INITIATIVE: Interspersed / LIFE: 15 / Armour: 1
ACTION: Massive Maul (d8)
TACTICAL SPECIAL: BATTER UP. The Berzerker uses a Tactical Action to wind up their attack, adding d6 to their next Massive Maul attack. The Berzerker can use both Tactical Actions to add 2d6.

7) Paladin

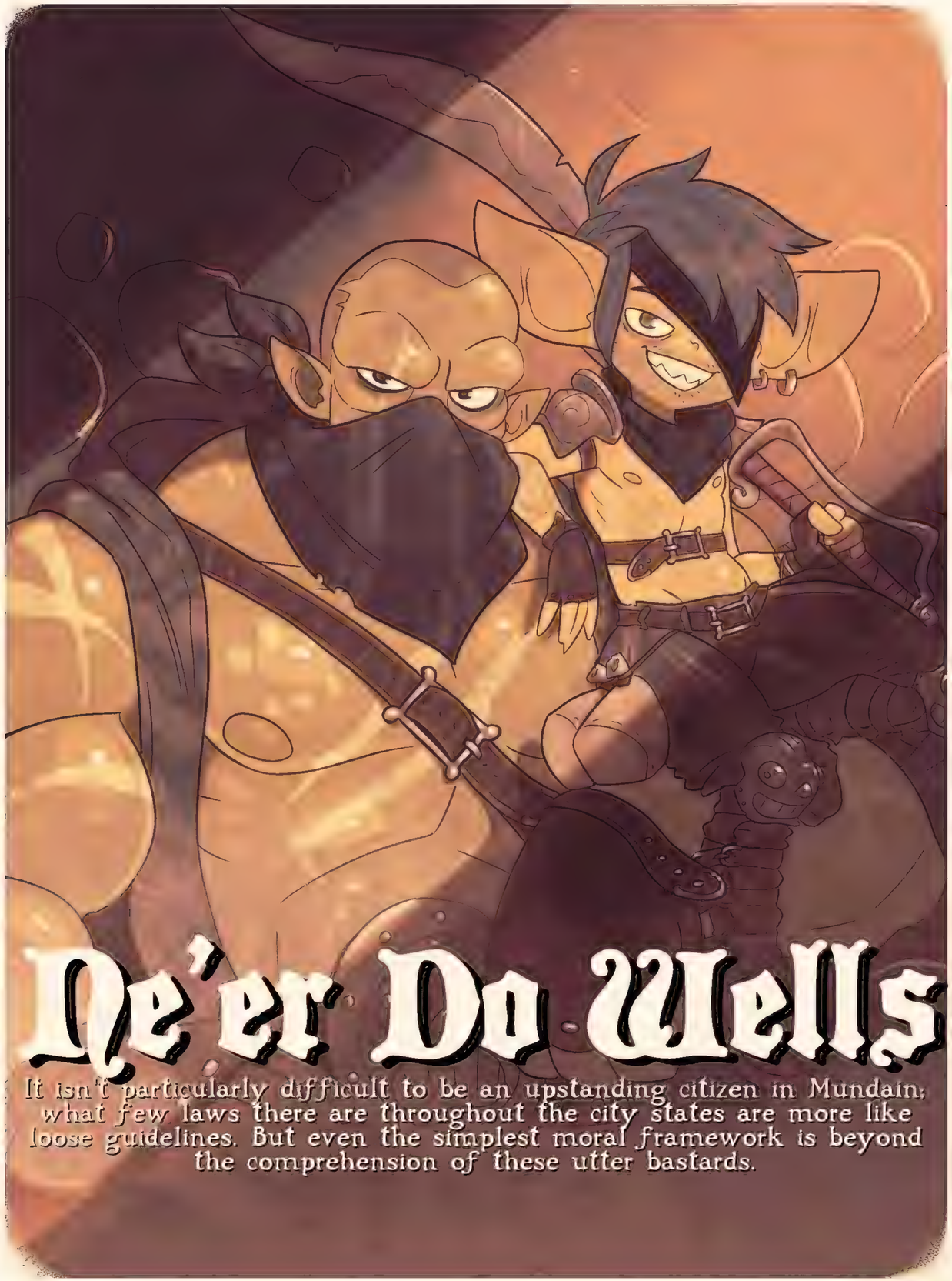
DISPOSITION: -0 / INITIATIVE: Interspersed / LIFE: 15 / Armour: 4
ACTION: Graceful Greatsword (2d6)
COMBAT SPECIAL: Heal (DC12) Target is healed for 2d8. The Paladin can heal 3 times.

8) Wizard

DISPOSITION: -0 / INITIATIVE: Interspersed / LIFE: 15 / Armour: 1
ACTION: Staff Bonk (d4)
COMBAT SPECIAL: FIREBALL (DC12) Target is hit for 3d6.
COMBAT SPECIAL: PARALYSE (DC12) Target is hit for 1d10, and loses 1 turn.

(When determining the number of adventurers in an NPC party, roll a d4, then roll a d8 equal to the previous d6 to determine the type of adventurers in the party.)

TRAITS: Can be hired / Can be reasoned with / Knows the local area / Will fight alongside you against scarier enemies



Ne'er Do Wells

It isn't particularly difficult to be an upstanding citizen in Mundain; what few laws there are throughout the city states are more like loose guidelines. But even the simplest moral framework is beyond the comprehension of these utter bastards.

1) Bandit

DISPOSITION: -5 / INITIATIVE: Interspersed / LIFE: 12 / Armour: 1
ACTION: Sword Shank (d6)

2) Mugger

DISPOSITION: -4 / INITIATIVE: Interspersed / LIFE: 12 / Armour: 0
ACTION: Dagger Shank(d4)
TACTICAL SPECIAL: MUG (DC12) Target loses d10 jade. Retrievable if the mugger dies.

3) Tweaker

DISPOSITION: -0 / INITIATIVE: Interspersed / LIFE: 12 / Armour: 0
ACTION: Flailing Punch (d4)
TACTICAL SPECIAL: HEALING POTION (DC12) The Tweaker passes a healing potion to an ally. The Tweaker has 3 healing potions.

4) Thug

DISPOSITION: -4 / INITIATIVE: Interspersed / LIFE: 15 / Armour: 0
ACTION: Caestus Punch (d4)
SPECIAL: FAST FISTS. The Thug can use its Tactical Actions as Combat Actions.

5) Murderhobo

DISPOSITION: -8 / INITIATIVE: Interspersed / LIFE: 16 / Armour: 2
ACTION: Greatsword Slash (d10)

6) Dirty Dancer

DISPOSITION: -0 / INITIATIVE: Interspersed / LIFE: 16 / Armour: 0
ACTION: Double Daggers (2d4)
SPECIAL: GRACEFUL. (DC12) If the Dirty Dancer has any Tactical Actions at the end of their turn, they may use a Tactical Action to dodge an incoming attack, negating all damage.

7) Oathbreaker

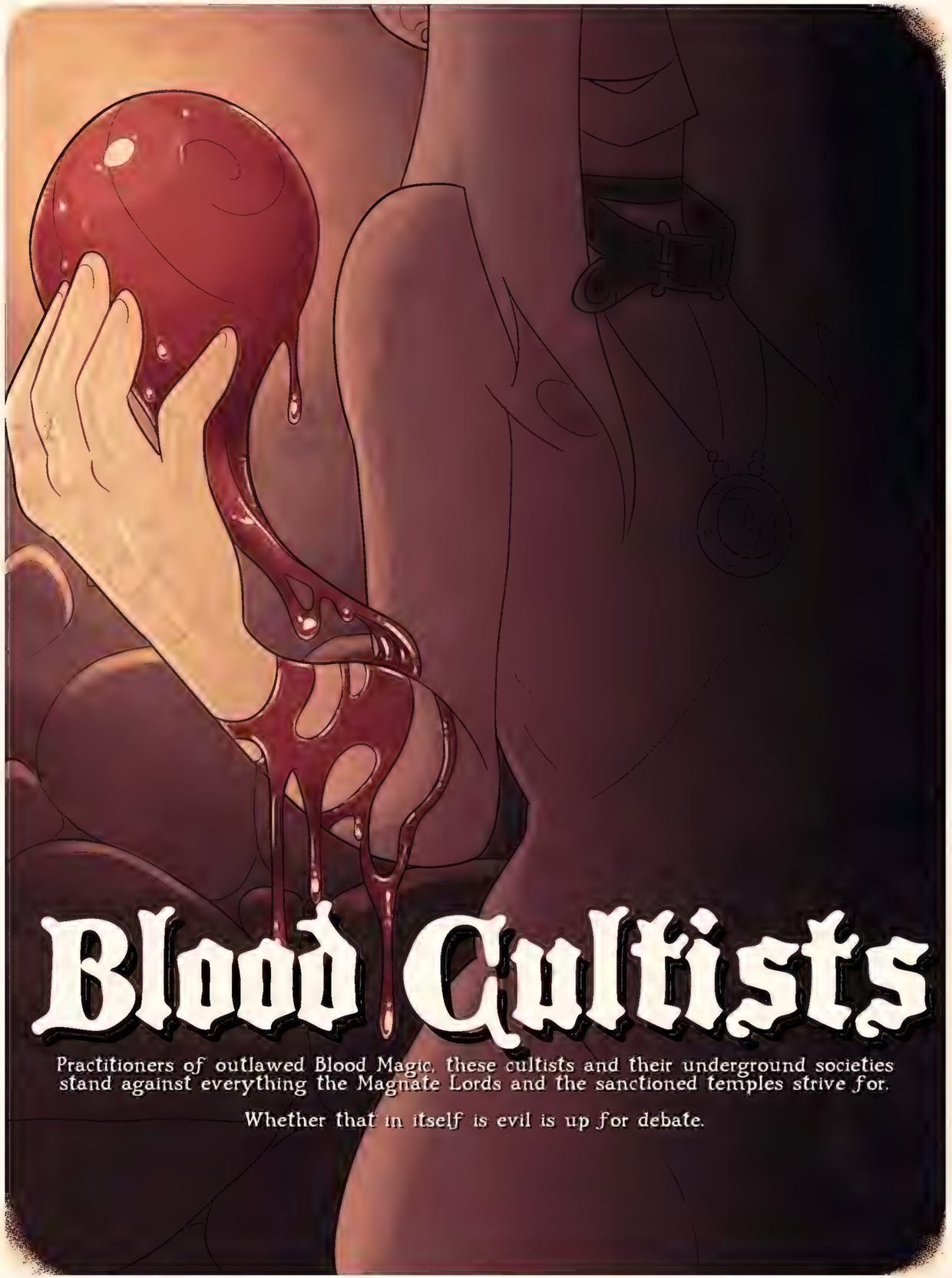
DISPOSITION: -8 / INITIATIVE: Interspersed / LIFE: 15 / Armour: 4
ACTION: Broken Battleaxe (2d8)
COMBAT SPECIAL: SELFISH HEAL (DC12) The Oathbreaker heals themselves for 2d8, up to 3 times.

8) Warlock

DISPOSITION: -0 / INITIATIVE: Interspersed / LIFE: 15 / Armour: 2
ACTION: Sword Swipe (d6)
COMBAT SPECIAL: FIREBALL (DC12) Target is hit for 3d6.
TACTICAL SPECIAL: FAIRY FLAP (DC12) The Warlock's Fairy patron flutters around the target, distracting them and causing them to lose 2 Tactical Actions on their next turn. (DC15 + Moxie to resist)

(*When determining the number of Ne'er Do Wells in a party, roll a d4, then roll a d8 equal to the previous d6 to determine the type of enemies in the party.*)

TRAITS: Can be hired / Can be reasoned with / Knows the local area / Will run when scared or at low health.



Blood Cultists

Practitioners of outlawed Blood Magic, these cultists and their underground societies stand against everything the Magnate Lords and the sanctioned temples strive for.

Whether that in itself is evil is up for debate.

1) Peon

DISPOSITION: -5 / INITIATIVE: Interspersed / LIFE: 15 / Armour: 0
ACTION: Sacrificial Dagger (d4)
COMBAT SPECIAL: BLOOD BOLT (d6) The Peon loses d6 Life to deal the same amount of damage to a target.

2) Ritualist

DISPOSITION: -6 / INITIATIVE: Interspersed / LIFE: 16 / Armour: 0
ACTION: Spiked Sword (d6)
TACTICAL SPECIAL: BLOOD TRANSFER (d8) The Ritualist loses d8 Life to heal an ally for the same amount.

3) Occultist

DISPOSITION: -2 / INITIATIVE: Interspersed / LIFE: 19 / Armour: 0
ACTION: Blood Sword (d6+4)

4) Blood Witch

DISPOSITION: -0 / INITIATIVE: Interspersed / LIFE: 15 / Armour: 0
ACTION: Staff Bonk(d4)
COMBAT SPECIAL: BLOOD POISON. The Blood Witch loses 4 Life to Poison the target.

5) Executioner

DISPOSITION: -8 / INITIATIVE: Interspersed / LIFE: 22 / Armour: 2
ACTION: Blood Greatsword (d10+4)

6) Blood Bag

DISPOSITION: -0 / INITIATIVE: Interspersed / LIFE: 35 / Armour: 0
ACTION: None
COMBAT SPECIAL: BLOOD BOLT (2d8) The Blood Bag loses 2d8 Life to deal the same amount of damage to a target.

7) Jackknife

DISPOSITION: -8 / INITIATIVE: Interspersed / LIFE: 15 / Armour: 1
ACTION: Sacrificial Dagger (d4)
TACTICAL SPECIAL: MANIC. The Jackknife can use Tactical Actions as Combat Actions.

8) Clanfather

DISPOSITION: -5 / INITIATIVE: Interspersed / LIFE: 25 / Armour: 4
ACTION: Blood Sword (d6+4)
COMBAT SPECIAL: BLOOD BOLT (d8) The Clanfather loses d8 Life to deal the same amount of damage to a target.
TACTICAL SPECIAL: BLOOD TRANSFER (d10) The Clanfather targets an ally, draining them of d10 Life to heal The Clanfather for the same amount.

When determining the number of Blood Cultists in a party, roll a d4, then roll a d8 equal to the previous d4 to determine the type of enemies in the party.

TRAITS: Can be hired / Can be reasoned with / Knows the local area / Can teach Blood Magic spells.

Gigantic bulky humanoids with insatiable appetites, these monsters can ravage farmland, bite through bone, and abduct dairygirls. A single Trogre in the wrong place can starve a city.

The Trogres



DISPOSITION: -20 / NUMBER OF ENEMIES : 1 / INITIATIVE: REACTIVE / LIFE: 50+(Age)

Armour: 4 / ACTION: SAVAGE BEATING (2d10+Age)

SPECIAL: RAPID GROWTH. Trogres grow from 6 foot tall Infants to up to 15 foot tall Elders, and only grow stronger as they age. Roll a d4 to determine the Age of the Trogre, then add their Age dice to their basic attack damage, Life, and Tactical Special.

1) Infant: 0-6 years old (d6)
2) Juvenile: 7-18 years old (2d6)
3) Adult: 19-120 years old (3d6)
4) Elder 121-200 years old (4d6)

TACTICAL SPECIAL: BRUTAL ROAR: The Trogre bellows an ear-splitting roar, dealing (Age) damage to every other creature in the combat encounter.

'EY UP.

NEIGHBOUR'S BUSH NEEDS A TRIM.

YOUR BUSH NEEDS A TRIM, YE FURRY FOOKER!

I'M RUBBED RAW FROM FONDLERS TAE FANNY!

PUT KETTLE ON AND FETCH 'EDGE CLIPPERS, LOV.

QUICK PARSE 'ROUND THISSEN'S WAY EN' I'LL BE BACK TAE BUTTER YER CRUMPET.

I'LL 'AVE YE SHORN FROM STEM TAE STERN AFORE THAT SAUSAGE ENTERS *MY* BAP, YE!

GNOMES

A strange, diminutive fae, drawn into existence by shoddy gardening. If one can stand the constant bickering all day and the annoyingly loud make-up sex at night, gnomes will use their long prehensile tails, unusually dexterous feet and ability to piss clear, clean water to create a lovely garden. On the rare occasion they're driven away from the garden of their conjuring, gnomes will join polite society, usually selling flowers, decorative fungus and potent pipe leaf, though some have been known to take up the sword, or at least the shovel.

DISPOSITION: *-1*

NUMBER OF ENEMIES: *d6*

INITIATIVE: *REACTIVE*

LIFE: *6*

ARMOUR: *0*

ACTION: *SHOVEL (d6+2)*

TRAITS: *Non-Hostile outside of their Garden / Can be bribed / Knows information about the Garden's Owner*

SPECIAL PLAYABLE RACE: GNOMES

Gnomes stand at 2 feet tall, though are able to balance and hop on their prehensile tails, drawing themselves up to 5 feet tall when their tails are fully extended. Gnomes have (-1) Brawn & (-1) Moxie, but have the ability to urinate 4-6 days of clean, drinkable water every day.

Anyone that willingly drinks gnome piss gains a Vice the first time they do it. Curing status effects such as Burning using a gnome urinating requires the gnome to use a Tactical Action.

WHENDI

A fae found far from civilisation, that causes a deep, extreme hunger in those that cross its path, usually by slowly and sumptuously masticating a burger in their presence. Which is quite a feat for a creature with half a skull for a head.

DISPOSITION: *-10*

NUMBER OF ENEMIES: *1*

INITIATIVE: *REACTIVE*

LIFE: *35*

ARMOUR: *0*

ACTION: *HORNS (d6+2)*

SPECIAL: PECKISH: After the Whendi is defeated, every combatant in the encounter suffers the Starving status effect. The Whendi's burger can be eaten by one person, though it causes the Filthy status effect.

TRAITS: *Drops a Whendi's Burger on Defeat / Easy to Sneak Past*

"It is unknown what type of meat is inside the Whendi's Burger, and is assumed to be a creature from the same hypothetical realm as all fae.

Those that have tasted it have commented that it tastes a bit nicer than eating slug."



FAELINGS

When a struggling village strikes a bargain with a lesser Fae, they are granted bountiful harvests and astounding fertility, both in food and folk, in exchange for the occasional ritual or promised child. Faeling villages are not hostile by default, but it's a good idea to pretend to be a warlock while you're visiting.

1) Witch

DISPOSITION: -5

NUMBER OF ENEMIES: d2

INITIATIVE: Preemptive

LIFE: 35

ARMOUR: 1

ACTION: Fireball (3d6 ranged)

COMBAT SPECIAL: CONCOCTIONS:
The Witch carries 2 each of the following Status Effect granting concoctions:

- Charmed Concoction
- Terrified Concoction
- Berserk Concoction
- Horny Concoction
- Poison Concoction
- Filthy Concoction

As well as 4 Healing Potions (2d8+4). She can throw these concoctions at an enemy or allied target of her choice using her Combat Action.

2) Woodsman

DISPOSITION: -7

NUMBER OF ENEMIES: d4

INITIATIVE: Preemptive

LIFE: 50

ARMOUR: 0

ACTION: Great Axe (d8+3)

COMBAT SPECIAL: ELDRITCH PROWESS:
The Woodsman has the following Martial Skills, and can perform them on a DC roll of 10.

- Cleave
- Parry
- Lunge
- Protect

The Woodsman can use any of these Martial Skills for their Combat Action.

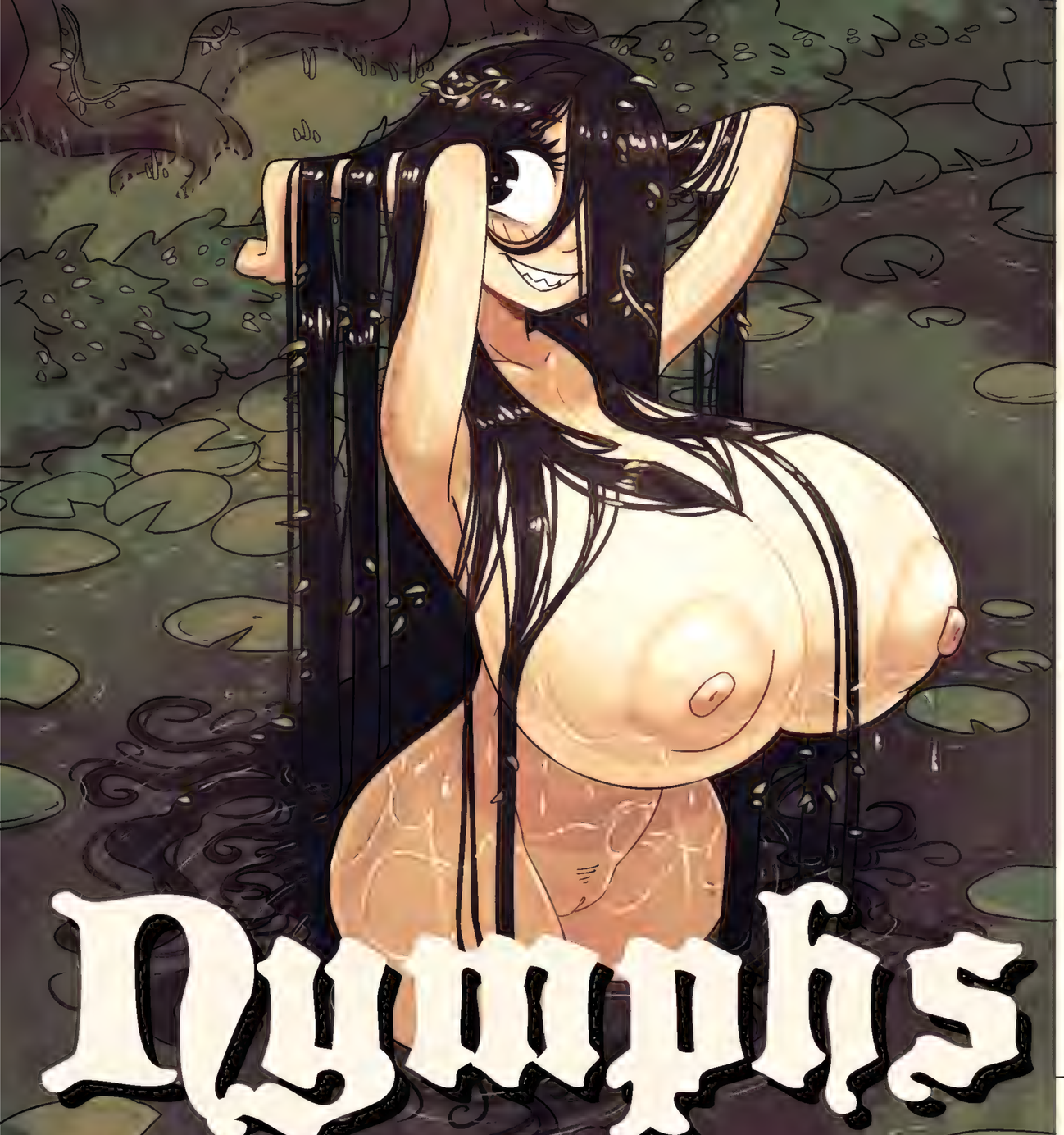
TRAITS: Initially non-hostile / Can be reasoned with / Knows the local area / Will fight to the death / +5 Disposition with Warlocks / -5 Disposition with Paladins & Clerics

Faeling Villages:

Faelings rarely venture far beyond their villages, places of suspicious abundance and beauty, decorated in flowers, antlers, beads and skulls in equal measure. A Faeling Village has a General Store, Inn and Brothel, as well as a vaguely unsettling place of worship for their fae patron, and meagre defensive structures to ward away Paladins & Clerics from encroaching on their Fae reverence.

It's important to remember that where there are Faeling Villages, there are Fae nearby. It's not a very good idea to announce any fae-hunting plans to the villagers, and Paladins and Clerics should keep their cloaks and rings hidden, and their tentacles tucked.

Warlocks, however, will be hailed as heroes and welcomed with open arms into a Faeling Village, so if there's one in the party, it's probably best to let them do the talking.



Nymphs

What happens when a wizard jizzes in the woods and no-one's there to receive it? Nymphs are a result of the magic of bodily fluids melding with areas of latent magic in the environment. They're the least malicious of the Fae, some even "adopting" families by following them home. When stationary, they look quite human, but they have a strange, alien grace, and a cadence that sounds like they're wrestling with their own tongue. Nymphs are not particularly hostile, but they are extremely territorial, and those that besmirch their biome of birth find themselves at their mercy.

Nymph abilities are dictated by their Biome and Birth Fluid. By default, Nymphs can cast Charm without needing to roll, have 30 Life, 0 Armour, and Preemptive Initiative. Their basic attack, Vicious Nails, deals 2d6 damage. They have -5 Disposition, and can be "adopted" as Retainers.

BIOME

Where the Nymph was created.

1) SWAMP:

An endless mess of black hair over pale skin.

TACTICAL SPECIAL: ENTANGLE:
The Nymph tangles 1 target in her pitch black hair, Restraining them. (DC 14+Moxie to resist.)

2) FOREST:

Dark green hair over pale green skin.

COMBAT SPECIAL: HIDE:
The Nymph disappears into her habitat, making her impossible to attack. On her next turn, she reveals herself and does a basic attack at full damage to any 1 target in the combat encounter.

3) MOUNTAIN:

Shorter white hair and white skin. More muscular than other Nymphs.

SPECIAL: TOUGH:
The Nymph has +2 Armour, and deals an additional d6 damage with her basic attack.

4) DESERT:

Deep black hair over dark skin.

SPECIAL: SAND SLIDE:
The Nymph can move without using a Tactical Action, and does not trigger Opportunity attacks when moving away from a target.

5) BEACH:

Pale blonde hair over tanned skin, with very inviting lips.

COMBAT ACTION: SHELL SLING:
The Nymph's basic attack is now ranged.

6) RIVER:

Pale blue hair over pale skin.

COMBAT SPECIAL: WATER WAVE:
The Nymph launches a wave of water at 1 target, knocking them and any adjacent targets further away to Far, dealing 2d4 to all targets.

BIRTH FLUID

What created the Nymph.

1) BLOOD:

Deep red eyes and purple veins emanating from her wrists.

COMBAT SPECIAL: BLOOT BOLT:
The Nymph can cast Blood Bolt without losing life. Roll 2d10 for damage.

2) SWEAT:

More toned, with enviable abs.

SPECIAL: SWIFT:
The Nymph can use her Tactical Actions as Combat Actions.

3) SALIVA:

Incredible thick lips, and a devious smirk.

COMBAT ACTION: GOZ:
The Nymph spits a glob of acid in the face of 1 target, causing 2d4 damage, Blindness and two stacks of Poison.

4) MILK:

Enormous breasts, thicker thighs, generally more wobbly.

SPECIAL: GORGEOUS:
The Nymph's Charm roll DC requires an additional 3 to Resist (DC18+Moxie).

5) SEMEN:

Equipped with a sizeable member, much to the interest of other Nymphs.

TACTICAL SPECIAL: CALL FOR BACK UP:
The Nymph calls for help, and another Nymph of the same Biome type, but different Birth Fluid type, arrives on the Nymph's next turn. The Nymph can do this twice.

6) SQUIRT:

Incredibly slick skin, no matter the biome. Shimmers in moonlight.

SPECIAL: SLIPPERY:
If the Nymph has a Tactical Action left at the end of her turn, she can use it to dodge an incoming attack, once per round.

SPECIAL PLAYABLE RACE: NYMPHS

Occasionally, for whatever alien motive, a Nymph will leave their beloved biome, either to settle among Kin or seek knowledge through adventure. These Nymphs do lose some of their potent abilities, and arouse suspicion wherever they go, but some have become productive members of society and storied adventurers.

- Nymph players have +2 Hotness and -3 Smarts, and can use the abilities of their Biome, as well as the Vicious Nails basic attack and the ability to cast Charm without needing to roll (though it does still spend a Spell Use. Nymphs start with 4 spell uses, and still need to roll to determine their Life.

- Vicious Nails doesn't add Brawn to the attack, so a weapon is still useful.

- All Kin have a -5 Disposition with Nymphs, due to their strange speech patterns and behaviour.

- A Nymph player's Birth Fluid does nothing other than affect their appearance.

TYPES OF DRAGONS

Dragons have no fixed attributes or stat blocks, and are instead created using the roll table below. It's a good idea for the GM to create Dragons before your game session, as Dragon Motives can have campaign-defining consequences.
Dragons have Reactive Initiative and 2 armour, unless otherwise noted.

1) Age

(This roll determines the Dragon's size, Life, and number of basic attack dice.)

1) Infant. *d20+10 Life, 1 attack dice. (About the size of a large dog.)*
2) Juvenile. *d20 + 30 Life, 1 attack dice. (About the size of an Orc.)*
3) Young Adult. *d20 + 50 Life, 2 attack dice. (About the size of a Living Room.)*
4) Adult. *d20 + 100 Life, 2 attack dice. (About the size of a House.)*
5) Elder. *2d20 + 200 Life, 3 attack dice. (About the size of a temple.)*
6) Ancient. *3d20 + 250 Life, 3 attack dice. (About the size of a Wizard's Tower.)*

2) Primary Attack

(This roll determines one of two Combat Actions the Dragon can use. These use the number of attack dice found above, and any flat damage stacks with attack dice.)

1) Claws *d10+2 damage.*
2) Fire Breath *d10+1 damage (ranged), causes Burning.*
3) Tail Whip *d6+3 damage, causes Prone.*
4) Poison Breath *d8+1 damage (ranged), causes Poison.*
5) Ice Breath *d10+1 damage (ranged) , causes Difficult Terrain around the target.*
6) Insults *Deals 0 damage, but causes 1 Vice for every attack dice.*

3) Secondary Attack

(This roll determines the other Combat Action Dragons can use interchangeably. Remember, flat damage stacks with attack dice.)

1) Bite *d10+3 damage.*
2) Blowing Breath *d6 damage (ranged), sends target Far, causes Prone.*
3) Horns *d4+4 damage*
4) Razor Scales *d6+ 3 damage (ranged), hits any 2 targets.*
5) Kick *d10+1 damage, sends target Distant.*
6) Tail Wrap *d10 damage, causes Restrained. Every turn Restrained causes d10 damage.*

4) Subspecies

(This roll determines any passive attributes the Dragon has.)

1) Longbod *All Combat Actions are ranged. (Red scales with a beige dorsal spine, and an exceptionally long torso and tail)*
2) Blackhorn *+1 Armour (Black scales with large horns and long, thick forelimbs.)*
3) Gutbutt *+d20 Life per attack dice (Muddy green scales, filled with blubber and a noticeably short tail. Finds it difficult to fly.)*
4) Seether *+1 attack dice (Dull purple scales, noticeably large head and mouth, muscular with small wings)*
5) Wee Biter *+1 combat action per turn, but -50% Life. (Pearlescent white scales, with long limbs. Smaller and faster than other Dragons.)*
6) Slimegullion *All attacks deal Poison. (Yellow spotted skin under clear scales, with pure black eyes and a long tongue.)*

5) Motive

(This roll determines the Dragon's personal goals for the combat encounter, and is largely for roleplaying purposes.)

1) Hunting *The Dragon is looking for food, to feed itself, its young, or its personal property. Whether this includes you remains to be seen.*

2) Collection *The Dragon is looking to add you to its repertoire. Perhaps its building a museum, or a zoo, or a harem. In any case, it's taking you home.*

3) Conquest *The Dragon is looking to become the ruler of a local village or town. Perhaps to impose vicious tithes on its people, maybe just for bragging rights. It's not unheard of for villages to have dragon leaders, but it's weird.*

4) Combat *The Dragon is looking to improve its martial prowess against the best warriors in the world. If you prove a good fight, they'll probably let you live, with the promise that you get stronger.*

5) Research *The Dragon is looking to expand its knowledge, largely through experimentation and collection of unique specimens and materials. For what ultimate goal, only the Dragon knows.*

6) Boredom *The most frightening motive of all, the Dragon is simply killing time. A wave of destruction is imminent unless something can pique the Dragon's interest enough to keep them busy for a few decades.*

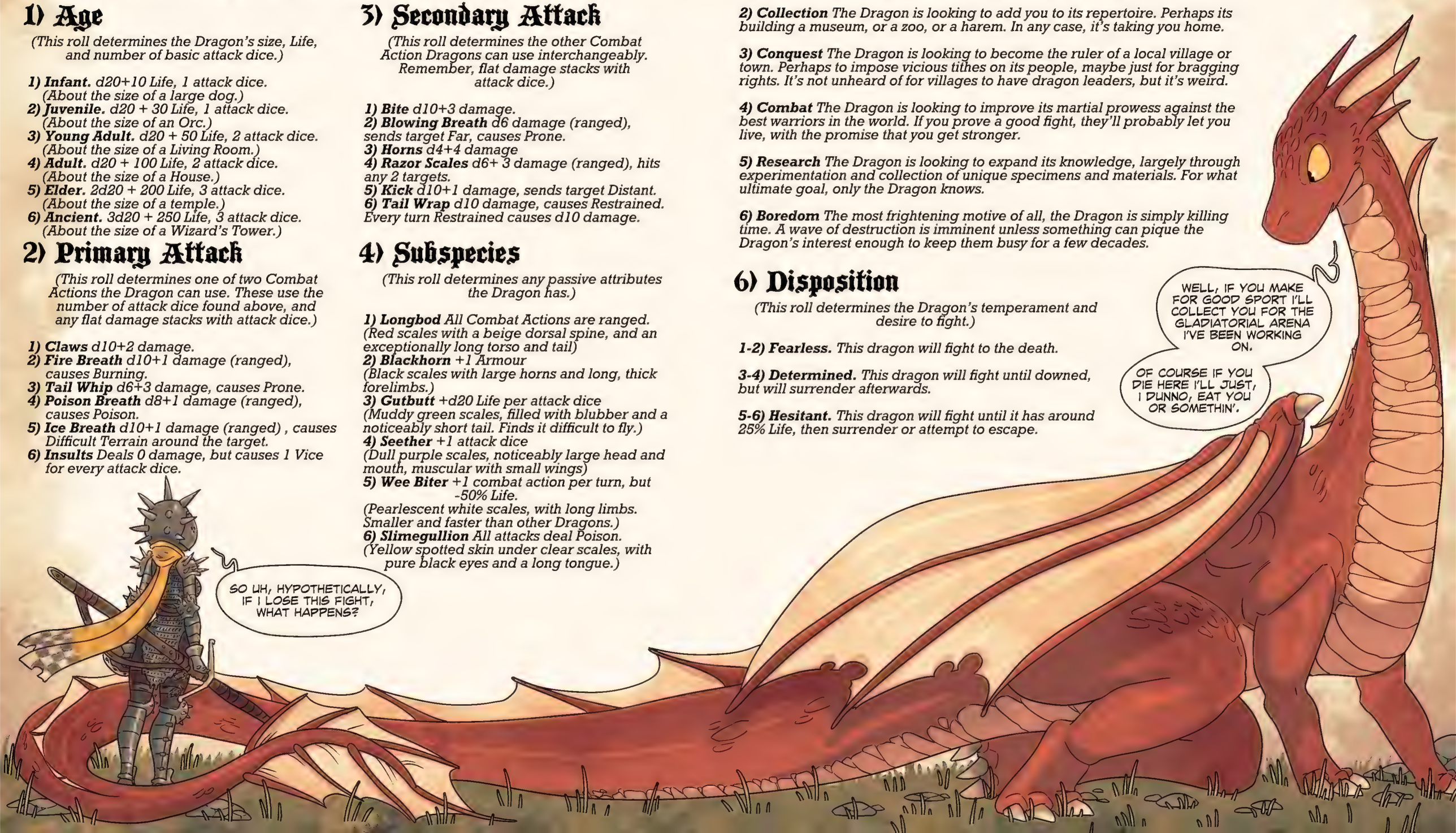
6) Disposition

(This roll determines the Dragon's temperament and desire to fight.)

1-2) Fearless. *This dragon will fight to the death.*

3-4) Determined. *This dragon will fight until downed, but will surrender afterwards.*

5-6) Hesitant. *This dragon will fight until it has around 25% Life, then surrender or attempt to escape.*



Draconids

A phenomena as recent as the half-races, Draconids are the offspring of bored dragons and bizarre unions. These are not the intelligent and devious dragons, able to be bribed and reasoned with. They are bestial, monstrous apex predators, seeking meat and flesh, not entertainment and trinkets. Should you be determined to hunt a Draconid, do so having lured something equally dangerous into its territory.

Draconids are separated by Type and Age. A Draconid's type determines its unique abilities, basic attack and armour, while its Age determines its number of attack dice, Life and Tactical Actions. Draconids have Reactive Initiative.

1) The Draconid's Type

This roll determines the Draconids's Combat Special Actions, Basic Attack and Armour.

1) Saurian: *Its forelimbs are tiny and useless, but it has developed a frighteningly strong core and legs to compensate. Its bite can rip a Trogre in half. (Armour: 3)*

ACTION: SWIFT BITE: (d10 x Attack dice)

COMBAT SPECIAL: BRUTAL BITE. This Action requires two turns to complete. In its first turn, the Saurian uses its Combat Action to rear up to its full height and select a target, fixing its gaze upon them. On its second turn, the Saurian unleashes a terrifying bite on its target, dealing (10 x Attack dice) damage.

2) Waterwyvern: *A shimmering blue specimen with an exceedingly long tail. It's rear legs have completely vanished, and it uses its wingless forelimbs to travel. Eerily beautiful. (Armour: 1)*

ACTION: TAIL WHIP (d6 x Attack dice)

COMBAT SPECIAL: BOILING STREAM(ranged): The waterwyvern shoots a boiling jet of water from its throat, targeting 1 creature. (d10 x Attack dice).

3) Avian: *Covered in pitch black feathers and a jagged beak, this Draconid is still flightless, and still terrifying. (Armour: 1)*

ACTION: SLICING PECK (d20 x Attack dice)

COMBAT SPECIAL: PINION DARTS(ranged): The Avian shoots razor sharp black feathers at (d4) targets, dealing (d6 x Attack dice) each and causing the Poison status effect.

4) Serpentine: *Akin to a gigantic snake, but with rows upon rows of barbed teeth. Shockingly fast, and a terror of the desert.*

ACTION: BARBED BITE (d12 x Attack dice)

COMBAT SPECIAL: GREAT SQUEEZE: The Serpentine can wrap itself around targets equal to its Attack Dice, restraining them. Targets that are Restrained take (d4 x Attack dice) every round. DC 9-15 + Moxie to resist.

5) Chitinate: *In lieu of scales, this four legged wingless specimen is covered in chitinous plates and goring horns. (Armour: 4)*

ACTION: BRUTAL HORNS: (2d6 x Attack dice)

COMBAT SPECIAL: BUCK AND LAUNCH. The Chitinate scoops one target and launches them into the air, making them fall 10 feet for each of their Attack dice, dealing Improvised Falling Damage. Targets must be Adjacent, and land Far. The Chitinate can perform this attack equal to their Attack dice per combat encounter.

6) Celestian: *Barely resembling a dragon at all, this specimen is a writhing mass of teeth, tentacles and random useless wings on four legs. Thankfully they live exclusively near the oceans. (Armour: 0)*

ACTION: TENTACLE WHIP (3d4 x Attack dice)

COMBAT SPECIAL: RELENTLESS WHIPPING: The Celestian can use its Tactical Actions as Combat Actions.

2) The Draconid's Age

This roll determines the Draconid's Life and number of dice used when rolling Attacks.

***1) Infant**, about the size of a Dwarf (10+d10) (1 Attack die)*
TACTICAL SPECIAL: YELP FOR HELP: The Infant yelps as loud as it can, calling for it's mother. Roll a (d6), on a 6, an Adult version of the Draconid arrives, ready to defend its baby!

***2) Juvenile**, no larger than an Orc (20+d10) (1 Attack die)*
TACTICAL SPECIAL: CALL FOR BACKUP: The Juvenile calls for its siblings. Roll a (d4). On a 4, another Juvenile of the same Draconid type arrives to the encounter.

***3) Young Adult**, as large as a living room (40+d10) (2 Attack dice)*
TACTICAL SPECIAL: EAGER. If the Young Adult rolls the maximum number on one of its Attack dice during a Basic Attack, it can immediately attack again.

***4) Adult**, as big as a home. (80+d10) (2 Attack dice)*
TACTICAL SPECIAL: PRIME: The Adult can move without using its Tactical Actions.

***5) Elder**, as tall as a temple (120+d10) (3 Attack dice)*
TACTICAL SPECIAL: SCARRED: The Elder has +1 Armour, in addition to its Type armour.

***6) Gargantuan**, as tall as a wizard's tower (200+3d10) (4 Attack dice)*
TACTICAL SPECIAL: TERRIFYING: The Gargantuan's Basic Attack and Combat Special causes the Terrified status effect to the target.

This section of the book details a wide variety of encounters, plot hooks and side quests the party might encounter on their travels.

RANDOM ENCOUNTERS





THE HORNY ZOMBIE

You discover a moaning, squirming zombie being fondled by a set of ghostly hands. If you're willing to wait until she's finished, she'll tell you anything she knows about the dungeon.

If the party is willing to wait or rest for (d4) hours, the zombie can reveal any secrets or enemies in the dungeon, at the GM's discretion.

THE CORPSE

You discover the mutilated corpse of an adventurer. Upon its carcass you find: *(d6)*

1) A +1 Armour Upgrade

2) A healing potion

3) A weapon

4) A Runecharm

5) d50 jade

6) A set of Medium Armour

THE SPLATCAT CRACK

You notice a little white splatcat squish itself through a crack in the wall. A light knock reveals that the wall is hollow. With time and force, you could knock the wall down.

Knocking the wall down takes (d4) hours, and makes a lot of noise. Remember to roll on the Wanderers table after a sufficient amount of time.

On the other side of the wall you find, in addition to the splatcat:- (d4)

- A small family of splatcats, one for each party member. Adorable. Useless, but adorable.

- A stash of (2d10) rations and water.

- (2d100) jade.

- A treasure chest. Roll on the loot table, rerolling if you land on a treasure mimic.

THE COMMITTEE OF HANDS

As your light source illuminates the floor, you notice a dozen severed zombie hands gathered around, gesturing to each other. They stop, "look" at the party with their knuckles, and skitter away in different directions.

Every party member that saw that should roll a (DC15+Moxie) check. If they fail, they gain a Vice. That shit was weird.

THE DWARF SMUGGLERS

You happen upon a group of Shaw'Taazi smugglers, with bags filled with gems. They haven't noticed you yet, but if they do, they'll immediately become hostile. If you follow them, they disappear down an iron hatch, unopenable from the outside. That's information someone would like to know.

Dwarven smugglers will fight to the death, and can only communicate with Dwarfs and Alloyans. They have (5d100) worth of gems, that will need to be sold at a Pawn Shop.

The nearest Dwarf Elevator will pay (10d100) for the location of a smugglers hatch.

CAVE MUSHROOMS

You discover an outcrop of cave mushrooms, used for giving cognisance to feral goblins.

The party can gather (2d6) cave mushrooms. The process takes 15 minutes.



THE ASSASSINS

You notice the heads of the Twin Cities Assassins Guild, Giggly Buns and Ummdave Yeahdave, fucking against a tree. They offer you a decent sum of jade if you kill the target they're supposed to be murdering.

Use the NPC generator to generate a target, then roll on the Bounty Board to decide a location and jade price. Add (d4x100)j to the bounty price on top of that, as a reward for leaving Giggly and Ummdave alone.

If the party gets the bounty done today, Giggly and Ummdave are in the same place they found them.

THE INCREDIBLE BUSKER

A bard is playing a spirited tune on the street corner, the melody seems vibrant and endless. You kind of want to hear how it ends, but it might take a while.

If the party waits (d4) hours, they receive one of the following benefits:- (d6)

1) +1 Smarts for 24 Hours
2) +1 Brawn for 24 Hours
3) +1 Moxie for 24 Hours
4) +1 Hotness for 24 Hours
5) +1 Exertion for 24 Hours
*6) +d4 on **all rolls** for 24 Hours*

THE LOYAL HOT DOG

A seemingly panicked hot dog canters up to you, barking and whining for your attention. If you follow it down an alley, you find a corpse, clearly the dogs master.

There must be some form of identification on the body, or at least something of worth.

On the body is a locket worth 2d50 jade, that shows a small painting of their beloved and an address. Use the NPC generator to generate their beloved, then roll on the Bounty Board to decide a location. Use the district their beloved lives in to determine the reward for returning the locket. Someone that lives in the Stink District is not going to have as much money as someone that lives in Uptown, for example.

THE STARVING MIMIC

There's a withered treasure mimic limply writhing around in an alley. She doesn't seem to have much time left. With some water and rations, you could get her back on her tentacles, and either keep her as a pet or give her to a local mimic breeder for a reward.

Should the party feed 1 food and 1 water to the treasure mimic, they'll be able to keep it as a pet, or give it to a nearby mimic breeder for (5d10) jade.

THE MUGGING

You happen upon a young man being ambushed by a gang of ne'erdowells. If you decide to help, it turns out he's the son of the local pawn shop owner, and will make sure his family gives you a bonus on anything you sell to them.

If the party helps the lad being mugged, add a small bonus to all sales to the pawn shop in this city.

THE SCAM

You notice a young orphan begging on the streets, his arms and legs wrapped in dirty, bloody gauze. He's obviously injured. He holds up a sign saying "need cash".

The party receives appreciation from the orphan for any donation, but if they heal the child with magic, the child gets visibly annoyed and runs off.

THE MAGIC SHOP

You notice a shop that you're sure wasn't there yesterday. If you enter, the shop sells magical items at exorbitant prices, but if you leave without buying anything, you end up in a completely different part of the city.

Find or create 5-10 magic items from the Magic Items chapter, of varying usefulness, and offer them to the party at a minimum price of 200j. If they refuse to buy anything, pick an inconvenient location in the city for them to find themselves.

THE ESCALATION

You notice an Alloyan lad thrown backwards through a tavern window. Not an uncommon sight, but when he gets up and dusts himself off, he unsheaths a knife. Everyone knows real weapons aren't allowed during a gentlemanly tavern dust up.

A Disposition check and some convincing could stop the guy from making the brawl turn violent. He might thank the party for it, or there might be a reason inside the tavern that he's going for a dagger, such as a hostage situation or a cultist takeover.

THE SLUG RACER

A cocky Relmer rears up beside the party, jeering and laughing mockingly. He challenges the party to a two lap race with a hefty bet.

The slug racer bets 2d100j that he can beat every party member in a slugraptor race. Of course, the party can simply choose to kick his head in and take the money, though slug racers tend to look out for one another.



THE INCONVENIENT GENITALS

You happen upon a wizard frustratedly pondering over her exposed and sizeable penis, trying to remember the spell that turns it back into a vagina.

The wizard will reward the party should one of them let her perform (d4) experiments on them, remembering the Body Modify spell after enough attempts.

A new spell, potions, or a free Body Modification is a great, thematic reward to offer the party.

THE NOSY BEGGAR

A beggar sits slumped against the wall, wrapped in loose rags. He's holding a sign saying "I no evryfing".

This encounter is an opportunity to give clues about a quest, guild players towards a particular narrative hook, and so on. The fact that the sign is spelled incorrectly suggests any information given might not be entirely accurate.

THE PEST

You spot a small treasure mimic slinking into an alleyway, with something shiny in its mouth.

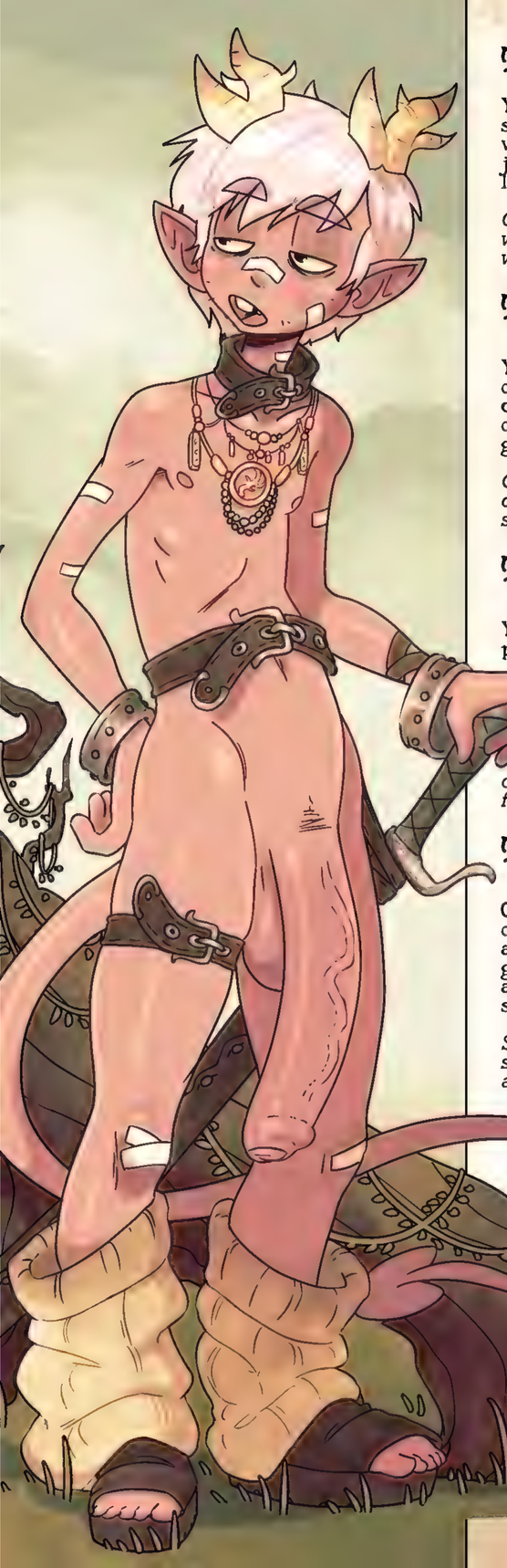
If the party can keep the treasure mimic occupied, let them roll on the Loot Table to determine what was in its mouth. Or, if you're running a more narrative campaign, the treasure mimic can hold something pertinent to the party's quest, though that would be an incredible coincidence.

THE DAIRYGIRL

The party notices a dairygirl in a shop window, stuffing her face with food in preparation for her shift. She offers milk in exchange for grub.

The party can exchange 4 rations for a serving of (+1 Brawn for 24 hours) milk. Keep track of when and where this encounter takes place, so that the party can revisit the dairygirl in the future.

As with all NPCs, the dairygirl could have information pertinent to her profession, such as any farms that are in peril or any local rumours of conflict or intrigue.



THE WARLOCK

You meet an Otherling warlock. His skinny frame and strange horns make him out to be of the Antler Man variety. He claims his trousers stopped fitting on his journey, and needs a smaller pair. He offers an expensive looking necklace in exchange.

Only clothing fitted for small characters are tight enough to fit the warlock. If any small characters are willing to trade, the necklace is worth (2d50)j at a Pawn Shop.

THE APPRENTICE

You notice a young novice wizard, trying and failing to cast a spell. After every failure, he returns to his grimoire, quietly recites the required steps, and tries again. If a spell caster is willing to demonstrate, he's willing to give his grimoire as a reward.

Choose a Grimoire Spell that the novice is practicing, taking note of the time required to cast it. After the party's mage casts the spell, they gain the grimoire as a reward.

THE INJURED GOBLIN

You spot a feral goblin, his bloodied leg caught in a poachers trap. As an act of unwarranted kindness, you could free him, or as an act of unjustified cruelty, you could give him self-awareness.

If the party frees the feral goblin, the next time they encounter feral goblins, they won't attack. If the party uses cave mushrooms to make the goblin self-aware, they could hire him as a retainer for free after removing the trap, but feral goblins are much more likely to attack them.

THE CARAVAN

On your travels, you happen across a small trading caravan, looking worse for wear. Their shagbeetle has arrows and spears peppering its carapace, and wounded guards slump over their limping waddledogs. The trader asks for your help, providing extra security to the nearest settlement in exchange for treasure.

Should the party escort the trading caravan to the nearest settlement, reward them using both the Loot Table and a sizeable amount of jade, equivalent to how far they had to travel.

THE BUXOM BARBARIAN

You notice a human woman struggling to fit a breastplate over her frankly enormous bosom. She's wearing a set of fitted armour, but its clearly fitted for Dwarfs. She offers a trade.

The woman's willing to trade a set of small-sized Fitted Armour for a set of average-sized Medium Armour. Her fitted armour will fit Dwarfs, Dwellers, Goblins, Satyrs and Koboldian Dragonkin, and can also be dismantled into 5 +1 Armour Upgrades.

THE POTION SELLERS

As with all potion sellers across the universe, this one claims that they are far too potent for mere mortals. He's lying, they're fine. But they are unlabeled.

If a party member buys a potion (25-50j), roll on the table once to determine its effect.

1) The drinker pukes violently and gains a Vice.
2) +1 Smarts for 24 Hours. Tastes bitter.
3) +1 Brawn for 24 Hours. Tastes spicy.
4) +1 Moxie for 24 Hours. Tastes thick.
5) +1 Hotness for 24 Hours. Tastes sweet.
6) Enlightening taste! The drinker gains 4 Spell Uses.
7) A cautious sip reveals the elixir to be a healing potion. The purchaser can pocket it for later.
8) The drinker shrinks slightly, enough to make an Armour upgrade fall off, if they have one. Someone else can use it.
9) Violently alcoholic. The drinker becomes Drunk.
10) The drinker changes sex, and gets slightly hotter because of it (+1 Hotness, permanently.)

THE FIRST EDITION

You discover a legendary tome, a hand-drawn first edition copy of the Sexual Sexploits of Titty Cockswell. This book is worth a fortune, but just having it in your possession makes the party horny as hell.

The Sexual Sexploits of Titty Cockswell can be sold to a Pawn Shop for (10d100)j, but a book store or Undead printing press will pay much more for it. While in the party's possession, every member has the Horny status effect, until they get rid of the book. The book is an illustrated narrative of the titular heroine in ever more lurid and slapstick situations.

BLOOD

You notice a trail of blood leading off into the woods. Could be an animal, could be a person.

If the party follows the trail, prepare a combat encounter, with the prize being an injured traveller willing to reward the party with jade or magic items.







THE FONDLEWYVERN

A Fondlewyvern perches upon your shoulder and wraps its tail around you, lightly caressing various erogenous zones. It's typical Fondlewyvern behaviour, trying to lead the party somewhere. If you ignore him, he'll eventually bugger off, but occasionally feeding him a ration will have him lead you to treasures, or at least whatever the fondlewyvern considers treasure.

***If tamed**, the Fondlewyvern has 4 Life, 0 Armour, and deals (d6) Fire Breath that causes Burning.*

THE OLD TRADER

You meet an old trader on the way to Castle Blackhawk, in a last ditch attempt to purchase immortality.

While he's with you, you have access to the General Store, with up to 50% off on all purchases.

THE AMBUSHED WAGON

You happen upon a destroyed wagon, littered with corpses and picked over by bandits. Among the scattered remains, you find a handwritten note telling the traders specifically NOT to use this road, as they couldn't afford to pay a nearby bandit camp for security.

Seems like there's an affluent bandit base nearby.



On your travels, you notice a thickness in your mouth growing rapidly. Your skin becomes pallid and slimy, and the skin between your fingers and toes webs together. You must've been licked by a

Werewort!

PROS:

-Wereworts can climb any non-slippery surface without needing a Dice Challenge.
-Their prehensile tongue can hold a melee weapon, turning them into a ranged weapon.
-Their slimy skin means they are immune to being Restrained, or becoming Filthy
-Their surprisingly tough hide means they add +3 to every Armour Save.
-Sex is always Incredible.
-They are immune to being Poisoned.

(If you'd like to be cured of Werewortism, ask your local Wizard at the nearest city's Wizard Tower. The potion costs 200-400j)

CONS:

-They lose -1 Hotness for being a little weird looking.
-They can only wear Light or Skimpy armour, anything heavier falls off their slimy skin.
-They have an additional -3 during Disposition Checks. Their thick tongue makes it hard to talk.

Before deciding your activities during Downtime or Hunkering Down, first roll a d6. On a 1, you transform into a harmless toad, and lose the ability to do anything. You transform back at the start of your next gaming session.

THE HOT BOYS:

A cadre of travelling manwhores are being stalked by a troupe of thirsty female bandits. They refuse to pay for their company, but they refuse to leave them alone. Mediation, or violence, is immediately required.

THE INJURED SHAGBEETLE:

A poor family is migrating to the city, stopped beside the road due to their beetlemount's leg being severely damaged. A good healer would be exhausted by the amount of damage that needs fixing.

THE TREASURE HUNTER:

A slumped rider and his withered slugraptor collapse before you on the road, dehydrated. If you go to help him, you notice a treasure map clutched in his hands. He owns little else beyond his sword and armour.

THE ROADSIDE WARDROBE:

On the side of the road, you see a stall with a hole in it, featuring the back half of an elf and a slot box for coins. Seems like she's selling her arse without the use, or the knowledge, of the city's brothels. Could be an easy orgasm, could be suspicious.

THE SAPIAVIAN'S WARNING:

A sapiavian flutters around your party, squawking imminent danger, and begging you to follow it. But there's no guarantee its not leading you into a trap, or an ambush.

THE PIT:

One of you falls face first into a pit laced with iron scaffolding. A bearded dwarf covered in armour comes up to yell at you, but they don't speak the language. They seem to want some recompense.

THE CHAIN GANG:

A group of ruffians in tattered rags squares off with you, but you notice they're wielding pick axes and connected at the ankle by chains. Their captors cant be far behind.

THE DOWNPOUR:

It starts to rain heavily, but you notice a single black raincloud a few feet above your party that's causing the rain. It follows you down the road. Some magic wielder's toying with you.

THE ENTOMOLOGIST:

A plucky young bug-studier is surrounded by hostile creatures, but she's completely clueless that she's about to be ripped apart. You could save her, or wait to pick through any valuables.

THE STREET RACERS:

A cabal of mounted youths have claimed the road to race, and they're not going to wait for you to saunter through.

THE ESCAPEE:

A naked, filthy elf scrabbles towards your party, panicking and weeping. They're too distraught to recount their tale, but they clearly need help and security.

THE PAINTER:

A dashing artists offers to paint your portraits for fifty jade a piece. Each painting will take six hours, but a group shot will also take six hours. The process will increase any participants Hotness by one, but of course you have to be naked for the duration of the painting.

Your party is drawn into a lavish, velvet tent, seduced by rhythmic booming drums and exotic, droning violins. Cheering, whooping and the sounds of drinking horns clashing can be discerned under the pulsing music.

Inside the tent, beyond the throng of hollering, drunken spectators, a woman dances erotically, hypnotically, using her iron spear staked into the stage floor as an anchor to swing, sway and lunge.

She has the grace and ears of an elf, but the body of a human. You recognise her as Allura, the legendary spearwoman that created the erotic art of spear dancing.

Purses and coins of jade shower the stage as she demonstrates her intoxicating prowess.

Other patrons have already crammed in behind you. There is no escape until the show is over.



Roll a d6 to learn what happens to your party.

1.
Your party is enraptured by the performance. You throw 2d100 jade onto stage before the show is over. You leave the tent Dehydrated.

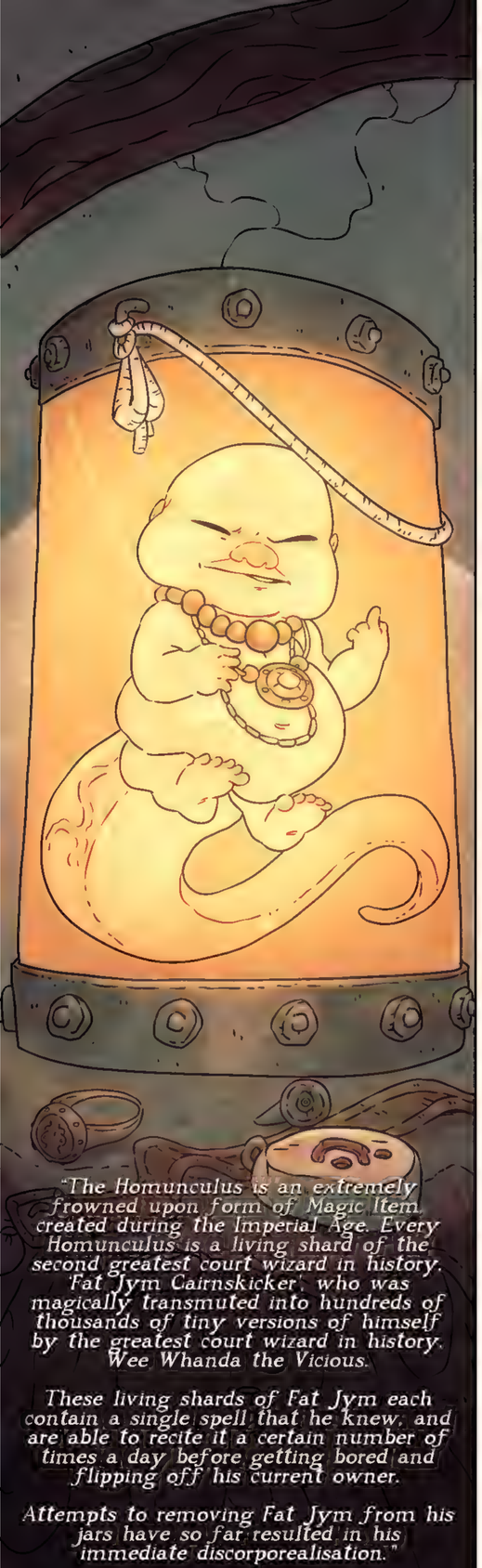
2.
You enjoy the dance, but can resist the urge to throw jade. You leave the tent Dehydrated.

3.
Your party is challenged by revelers to a Drinking Game. Their Moxie is +1. The bet is 100j. If you refuse, you leave the tent Dehydrated.

4.
A mass brawl breaks out, requiring your party to fight 3d2 random Barbarians. If you survive, Allura offers you a job, travelling in her Brothel Wagon for a month as security. She'll pay you 1000j each.

5.
You begin to understand the motions of her erotic display. If you have a spear, you can add a d10 to any Disposition checks by trying to dance like Allura.

6.
You pick up some of the combat techniques folded into her dancing. If you have a spear, it now does d10 damage instead of d6.



"The Homunculus is an extremely frowned upon form of Magic Item, created during the Imperial Age. Every Homunculus is a living shard of the second greatest court wizard in history, Fat Jym Cairnskicker, who was magically transmuted into hundreds of thousands of tiny versions of himself by the greatest court wizard in history, Wee Whanda the Vicious.

These living shards of Fat Jym each contain a single spell that he knew, and are able to recite it a certain number of times a day before getting bored and flipping off his current owner.

Attempts to removing Fat Jym from his jars have so far resulted in his immediate discorporealisation."

GENERIC MAGIC ITEMS

A thriving - if somewhat volatile - industry, magic items can be found all throughout Mundainian society, their effects ranging from temporary use of powerful spells to aiding with household chores. Of course, their usefulness to adventuring parties is as broad as their effects, but ones that provide no tangible benefit can be sold for some quick cash.

Generic Magic Items are created using the generator on these pages. By rolling a (d6), (d12) and (d50) the GM can quickly create a magical item with a limited number of daily uses. Describe a magic item using its number of uses, its appearance, and its effects, for example:

A +3 Sock of Wet Floors. *This item can be used 3 times, is a sock, and allows the user to cast the Wet Floors effect.*

A Generic Magic Item can be sold for between 100j-400j, depending on its usefulness, number of uses, and the inclination of the buyer.

Every adventurer has a limit to the amount of Magic Items they can have equipped at one time, equal to either their Smarts or their Moxie, whichever is higher.

1) NUMBER OF USES:- (d6)

Use a (d6) to determine how many times within 24 hours the Magic Item can be used.

2) APPEARANCE:- (d12)

1:- Ring	*7:- Bauble*
2:- Amulet	*8:- Charm*
3:- Brooch	*9:- Censer*
4:- Belt	*10:- Wand*
5:- Anklet	*11:- Triptych*
6:- Sock	*12:- Homunculus*

3) EFFECTS:- (d50)

1) CLEANLINESS:- *Creates a cloud of bubbles in the immediate area, curing Filthy but causing Blindness for everyone around.*

2) GLOWING:- *Glows brightly for 1 hour, acting as a light source. Can't be manually extinguished.*

3) FARTING:- *When struck or thrown against a hard surface, the item makes an incredibly loud fart noise.*

4) WET FLOORS:- *Creates a pool of water in the immediate area, causing Difficult Terrain for everyone around.*

5) MEDIOCRE BIRTHDAY CAKE:- *Creates a small icing covered birthday cake that sates the need for food, but leaves eaters Dehydrated. Has 6 lit candles.*

6) ROPE:- *Creates ten feet of sturdy rope. Multiple uses creates more rope.*

7) HANGOVER CURE:- *Creates a revolting beverage that can cure the Drunk and Poisoned status effects. Doesn't hydrate, and needs a mug to be poured into.*

8) SOOTHING:- *A calming voice emanates from the object, curing the Berserk and Terrified status effects.*

9) ROCK GOD:- *Adds +2 to the user's Bard Proficiency Modifier for 1 hour.*

10) NOSTALGIA:- *Causes a target to remember the good old days, missing a turn in a combat encounter. Only works on intelligent creatures.*

11) VOICE SWAP:- *Causes the user and a target to swap voices for 15 minutes.*

12) IMMEDIATE ORGASM:- *Causes a target to cum all over themselves. The after effects depend on the targets awareness and temperament.*

13) FRYING PAN:- *Creates a cast iron frying pan that exists for 15 minutes.*

14) NUTSACK:- *Temporarily conjures a sizeable set of testicles on a living target. Needless to say, it acts as a weak point in combat. Lasts 15 minutes.*

15) LOCAL LAD:- *Makes a target believe that the user grew up in the same place as they did, possibly making them non-hostile.*

16) BUBBLE:- *Creates a bubble of clean, breathable air around the user's immediate area, with enough space for allies to crowd in.*

17) FIREWORK:- *Creates a loud bang and sparkling lights at a target area. Might cause Blindness when aimed directly at someone.*

18) SHIT EVERYWHERE:- *Causes a target to shit all over themselves. Intelligent creatures might rush to a nearby bathroom.*

19) SMELL OF PIE:- *Creates the inviting smell of a freshly baked fruit pie around the user. The smell gets stronger the closer to the Magic Item.*

20) TIME TELLING:- *Displays the exact time in a swarm of sparkling lights in front of the user.*

21) FAKE DRINKING:- *Causes any liquid that enters the user's mouth to evaporate before it reaches their stomach.*

22) MELT GLASS:- *Turns any object made primarily of glass, such as windows or jars, into clear water that sloshes away. Non-glass elements are unaffected.*

23) HUGE TITS:- *Grants the user or a target a pair of sizeable breasts for 1 hour, increasing their Hotness by +1. Might be distracting.*

24) SOLIDIFY:- *Temporarily turns up to a six foot cube of any liquid into a solid, as if frozen in time. Living objects in the liquid are also frozen. Lasts 15 minutes.*

25) GREATEST HITS OF SOVAS KULA:- *Plays the jaunty music of the Goblin bard Sovas Kula and his troupe for 1 hour.*

26) MARSHMALLOW FLOORS:- *Covers the floors and walls of the immediate area in delicious, pillowy marshmallow, negating any Difficult Terrtain.*

27) IGNITE:- *The magic item bursts into flame at the user's command. Doesn't need to be on the user's person to ignite, and suffers no damage from the fire.*

28) SWINGING DICK:- *Grants the user an enormous phallus and testicles, or enlarges their current genitals. Might distract intelligent creatures.*

29) EXTRA EYEBALL:- *The object transforms into a magical eyeball that the user can see through for 1 hour.*

30) DUSTING:- *Whirls all the dust, dirt and cobwebs in the immediate area into the air, before collecting it into a small pile. Anyone with their eyes open when the spell begins gains Blindness.*

31) CONJURE TALKING SPIDER:- *Creates a small, talking spider, the size of a coin, that will attempt any commands to the best of its ability. Lasts 15 minutes.*

32) LOCK PUNCTURE:- *Causes a typical lock to explode, rendering it open. Extremely loud, but effective.*

33) OTTOMAN:- *Creates a comfortable 2 feet high, 4 feet long footstool. Lasts 1 hour, though multiple footstools can be created with multiple uses of the item.*

34) SHOWER:- *Creates a cloud of perfectly hot, soapy water above the user's head or target area. Conjures enough water to fill a barrel, but it's not drinkable. Cures the Filthy status effect.*

35) GROW:- *Makes the user or a target double in size, though their clothes and gear do not grow with them. Doubles their Brawn and Moxie. Lasts 15 minutes.*

36) SHRINK:- *Temporarily shrinks the user, according to their height. For example, A human user shrinks to about eight inches, the size of a Tooth Faerie, while a Dweller user shrinks to about four inches. Lasts 1 hour.*

37) FRIGHTEN FAE:- *Causes a Fae creature to recoil in horror, missing a turn in a combat encounter.*

38) RELAXATION:- *Removes a Vice from the user or allied target.*

39) SUMMON TOOTH FAERIE:- *Summons a Tooth Faerie, who will perform a task that any 8 inch tall creature can perform, in exchange for a tooth. (Extracting a fresh tooth deals (d8) damage, using corpses is fine.)*

40) RUBBER:- *Turns an inanimate solid object into light, pliable rubber.*

41-45) LIGHT MAGIC:- *Grants the use of a Light Magic spell (Roll on the Light Magic table to determine which spell.)*

46-50) DEATH MAGIC:- *Grants the use of a Death Magic spell (Roll on the Death Magic table to determine which spell.)*



"Exiles from the court of The Faerie King, Hedge Faeries lose their resplendence and lustre, becoming pale and moth-like. Unable to absorb the magic and mischief of their former royal host, Hedge Faeries collect and ingest the magic inside fingernails, eyelashes, dead skin and teeth to survive, giving them the nickname Tooth Faeries.

To reproduce, Faeries collect blood, teeth and keratin from a single person, using them to sculpt new Faeries that look and behave like their unwitting donor. It is theorised that those that suffer from intrusive thoughts or low impulse control have a Faerie doppleganger."

Magic Items

Use this table when you roll a Magic Item on the Loot Table

1) The Screaming Lockpick

This unbreakable lockpick adds +5 to your lockpicking rolls, but screams in agony if you fail, alerting anyone nearby.

2) The Portal Mirrors

A pair of silver hand mirrors that allows objects about the size of a human head to pass between them. Handy for shuttling loot back to your home, or acting as a magic gloryhole.

3) The Goblin Goblet

This chalice causes any liquid poured into it to become Beer.

4) The Homing Pie

When thrown, this pie will hit the face of its target without needing to roll to succeed, automatically causing Blindness.
The target uses its full turn to clear away the cream and crust.

5) The Map Cape of Denni the Dopey

This cloak magically depicts a crudely detailed map of the local area, featuring waterways, nearby caves, camps and settlements. With this cape, you'll never get lost.

6) The Suspiciously Sexy Amulet

A heart shaped gold amulet that causes the wearer to become unusually charming. Wearing this amulet gives the user +10 to any Disposition check, but any roll lower than Friendly makes the target Hostile.

7) Sneeki's Sneakers

A pair of padded leather boots that make no noise whatsoever. Adds -5 to any Stealth check.

8) The Goggles of Groz-Godun

These Dwarven goggles allow the wearer to see in the dark, out to a distance of Far. Wearing these near more than one light source causes Blindness for one turn.

9) The Flaming Sword

This obsidian sword adds a d6 to its basic attacks, and makes its own sound effects. Not actually on fire, just has a fun voice.

10) The Egg of Suzi the Fun

A porcelain egg the size of a small fist, that prevents pregnancy when inserted. Usually sold to brothels and certain temples.

11) The Unspeakably Creepy Visage of Tweik Nipulpinchi



This magic bronze shield depicts the face of the infamous bard Tweik Nipulpinchi, the wandering musician who's romantic music was so unashamedly frightening that evil cults and criminal enterprises would dissipate at the strum of his Wyrmswurm.

This shield floats around the party member with the highest Hotness, acting as a Large Shield without sacrificing a Tactical Action.



12) Slippery Slippers

A favourite among grab-snatchers, cheating ball players and the paramours of those with gigantic husbands, Slippery Slippers have a thin but endless coat of slime on the soles, allowing the wearer to effortlessly glide around on any floor surface.

While wearing Slippery Slippers, moving does not use a Tactical Action.

13) Jar o' 'Plasm

A happy little portion of Ectoplasm slime, the explosive goo made of spiritual residue. Stuff a flaming rag into the jar's opening to create a glass shard-slinging explosive, or combine the goo with an intact Ectoplasm to make it friendly.

As a thrown explosive, the Jar o' Plasm causes 2d6 to the target it is aimed at.

If the jar is thrown at an Ectoplasm without an ignition source, the Ectoplasm will become Friendly and allied to the thrower.



14) Coat of Nonsense

A leather coat filled with bottomless interior pockets. The wearer can expend a Spell Use to reach in and pull out any item of their choice from the Equipment loot table.

15) Boomerang Glove

While wearing this rune-carved leather glove, any object or weapon you throw will return to your hand at the flick of a wrist.

16) Stupid Gloves of Water-Holding

If these gloves were shoes, you'd be able to walk on water. As they are, you can only hold onto the surface of a body of water as if hanging from a cliff edge. They'll fit the feet of Gobbos, Dwarfs and Satyrs though.

17) Cock Ring of Engorgement

While wearing this bronze studded ring, add an additional d6 to the Time Taken table when having sex.

18) Figurine of Endless Endi

This small wooden figurine of Endless Endi, the worst celebrity adventurer ever known, is as battered and scarred as he was. Once per day, the holder of this figurine can choose to have to damage of an enemy attack redirected to this figurine instead of the intended target. The figurine screams obscenities for fifteen minutes afterwards, making stealth impossible.

19) The Amulet of Expansion

While wearing this Amulet, when the user fails to cast a spell, instead of rolling on the Fuck Up table, their sex organs get noticeably larger. After 5 failed casts, they are unable to wear Full armour. After 10 failed casts, they are unable to wear Medium armour. After 15 failed casts, they are unable to wear Light armour. After 20 failed casts, they are unable to wear Skimpy armour. The amulet can be removed at any time, though the effects are seemingly permanent. This amulet effects any gender.

20) The Fart Bag

A bag of powerful gusts of air that happens to fart as you're opening it. Can be used to push away an Adjacent enemy, trigger a pressure plate, extinguish a Distant light source, provide propulsion on water, and much more.

21) The Vaguely Imbued Weapon

It's, uh, magic, I guess. Roll on the Weapons Loot Table, then roll a d6. Add the result of the d6 to all attacks using that weapon.

22) The Tea Break

When poured, this self-filling teapot and set of mugs compels everyone aware of it to sit down and have a cup of tea. Any hostile enemies become temporarily non-hostile, and will chat jovially until everyone has finished their tea, upon which they'll become hostile again. The Tea Break typically lasts one hour, and counts as an hour's rest, with all the benefits of resting. The Tea Break can be used once per day.

23) Wyrdwood Seed

This tiny tree seed grows immediately into a 30 foot climbable tree when placed on the ground and watered with 1 day's worth of water. The growth process is so violent it launches anyone standing above the seed into the air.

24) Illegally Potent Love Potion

Adds +30 to any Disposition check, and adds +10 to the Eager sex roll. The potion lasts 24 hours, during which the target will obey the user's every command. However, after 24 hours the target will immediately become Hostile, with a -20 Disposition.

25) Gravity-Defying Rope

A 50 foot rope with a small magical bauble on one end. When the command world "Holdet" is said, the bauble freezes in it's current position, even hovering in the air. Sharply tug the rope three times for the bauble to return to behaving normally.

26) The Portable Glory Hole

A piece of parchment with a three inch hole in it. When put against a wall or door, the hole allows the user to peek straight through, as if there was a real hole there. When the paper is removed, so is the hole.

27) The Slowly Re-filling Healing Potion

This healing potion can be used once every 24 hours. It only holds one drink's worth of potion, so any extra time after 24 hours doesn't increase the amount of times it can be used.

28) Mask of Lien the Liar

A coin-sized stone mask of notorious faery Lien the Liar. Once a day, the user can ask the GM one question, to which the GM must lie.

29) The Certain Centaur Saddle

A belt with a saddle on the back. When worn by an Awakened Race member, turns them into a Centaur. They revert to their original race upon taking the belt off. If the user is already a centaur, the belt engorges their sex organs noticeably, and adds +3 Hotness.

30) The Death Stench Ring

This ring emits an odour of death so potent that the living and the Undead assume the user is a zombie. Makes Undead non-hostile, but makes all Living humanoids hostile. Only emits the stench when worn.

31) Minty Fresh Gel of Burning

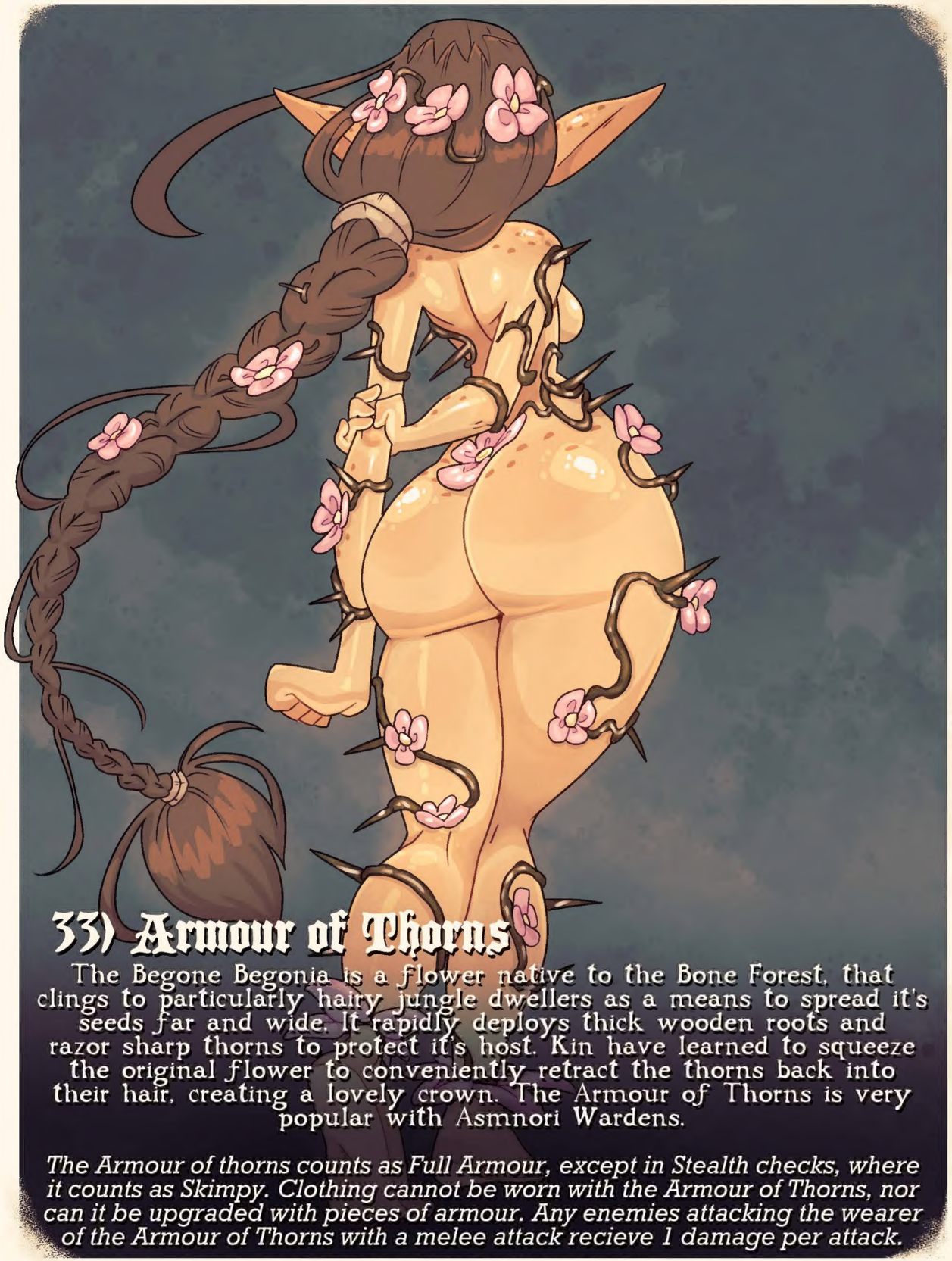
A tub of gel that can create a flammable surface, or can be applied to a weapon for d6 additional fire damage for 24 hours. The gel has three uses.



32) Living Armour

A unique breed of Mimic, exposed to the egg-hardening agent found in Dragonkin wombs. It has a thick, leathery, segmented outer skin that it uses to protect its host while slowly implanting eggs into any available orifices.

Living Armour has its own Life, (3d6 x the user's level). When the host of the Living Armour is attacked, the Living Armour takes damage instead of the host. The Living Armour cannot be healed. And the host doesn't require food or water when wearing the Living Armour. The host of the Living Armour can attack and cast spells as normal. For as long as the Living Armour is alive, the host receives 2 Mimic Eggs per 24 hours, available when the Living Armour dies.



33) Armour of Thorns

The Begone Begonia is a flower native to the Bone Forest, that clings to particularly hairy jungle dwellers as a means to spread it's seeds far and wide. It rapidly deploys thick wooden roots and razor sharp thorns to protect it's host. Kin have learned to squeeze the original flower to conveniently retract the thorns back into their hair, creating a lovely crown. The Armour of Thorns is very popular with Asmnori Wardens.

The Armour of thorns counts as Full Armour, except in Stealth checks, where it counts as Skimpy. Clothing cannot be worn with the Armour of Thorns, nor can it be upgraded with pieces of armour. Any enemies attacking the wearer of the Armour of Thorns with a melee attack recieve 1 damage per attack.

34) Weapon of Authority

A weapon so intricately designed and opulently detailed that it commands an ethereal amount of respect. Adds +5 to Disposition checks for the wielder. Roll on the Weapons Loot table to decide the weapon.

35) Faithful Arrow

An arrow that magically returns to its quiver upon striking a target. When used, the wielder can attack with their bow as a Tactical Action.

36) The Lazy Key

A key with a large, very tired looking eyeball protruding from it. When used on any lock, roll a d6. On a roll of 6, the lock opens. On a roll of 1-5, The Lazy Key falls asleep, and can't be used for 24 hours.

37) Armour of Cleanliness

A set of armour polished to such a mirror sheen that gore, slime and viscera slides right off it. While wearing this armour, the user is immune to the Filthy status effect.

38) The Anti-Stress Ball

With a squeeze of this ugly little toy, the user inflicts the Berserk status effect on themselves. With another squeeze, the Berserk status is cured.

39) Coin of Chaos

When presented with a Dice Challenge, the holder of the Coin of Chaos can flip the coin first. With it, any roll between 1-10 equals a 1, and any roll between 11-20 equals a 20. The Coin of Chaos can be flipped twice a day.

40) Ring of Healing

When wearing this ring, the user can cast the Heal spell once per day without using a Spell Use.

41) The Extremely Angry Faerie in a Jar

A glass jar with an extremely angry faerie trapped inside. When thrown at a target, the faerie will attack the target for 1 damage every player and NPC turn, until the target is dead. Then it'll fly away.

42) The Belt of Brawn

A belt inlaid with multiple bronze medallions of naked people wrestling. While wearing this belt, add +1 to Brawn, and add d6 to Sex Quality when having sex with someone of the same gender.

43) The Suspiciously Soothing Stuffed Splatcat

This plush toy of a Splatcat emanates an aura of calmness and confidence. While the Stuffed Splatcat is on their person, the user is immune to being Terrified or going Berserk.